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**SOUTH PARK
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OUT AND
OUR MATES.



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MAGAZINE

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Seeing in a whole new century!

Resident Evil 2



The terror is here! Fight your way through an army of zombies – or be eaten alive!

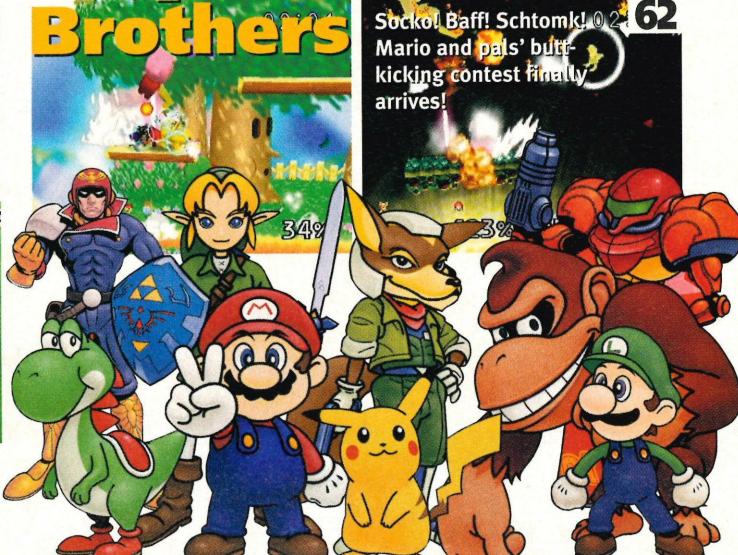
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Football fever with a turn of the century feel!



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Sock! Baff! Schtomld! 0-2
Mario and pals' butt-kicking contest finally arrives!



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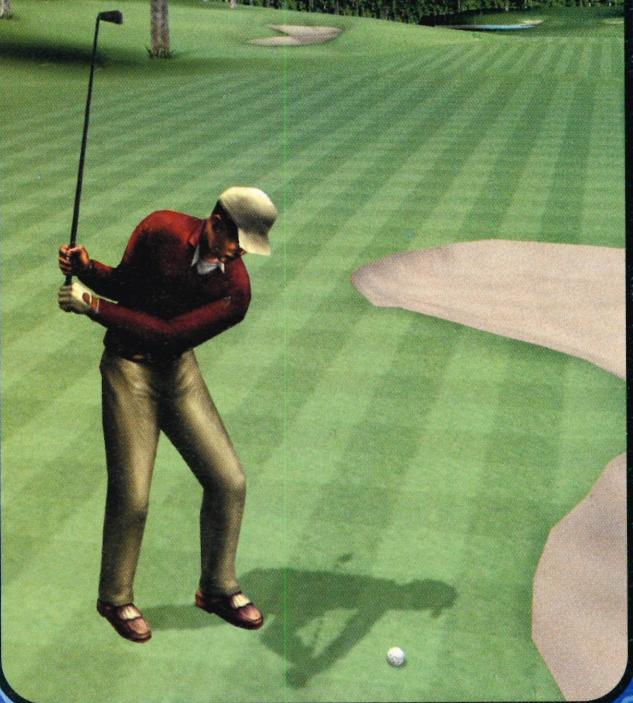
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64 sight

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Nintendo 2000
ISS Millennium
Daikatana
Nuclear Strike
Top Gear Rally
EPGA Golf

Ninte

What has Nintendo got up its sleeves for the new century? Let's have a look...

Zelda: The Continuing Saga

A few new shots of the second N64 *Zelda* game have appeared, giving us a better look at unseen parts of the game. Link will be able to transform into other creatures, and though some parts of the landscape look familiar – the game takes place in a parallel universe version of Hyrule – there are other areas that are completely new!

In the new game, Link is forced to enter the alternate Hyrule after his trusty horse Epona is kidnapped and transported across the dimensional divide. In the other world, time is

definitely not on Link's side – the moon of this world is getting closer and closer, and Link only has a few days to save the planet from total destruction when the two worlds collide!

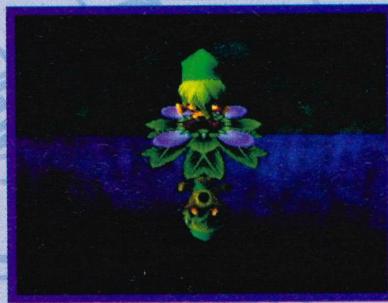
The masks, which played a fairly minor part in the first game, have a lot more importance this time round. Remember the insanely grinning mask seller? He's back, and his disguises this time round do more than cover up Link's face – they're actually the key to transforming into other creatures. We've already seen shots of Link as a Goron, a Zora and a Deku Scrub, and there are bound to be plenty of other examples of polymorphism throughout the game.

Just as the first game had numerous sub-games to discover, so too does *Zelda: The Continuing Saga*. Once Link has transformed into a Goron, for example, he can take part in a *Mario Kart*-style race against a field of determined challengers. Music again

ZELDA: THE CONTINUING SAGA

Publisher:
UK Release:

Nintendo
Late 2000



NINTENDO 2000

plays a major part in the game, but not with Link's familiar ocarina. Who would have thought that Deku Scrubs would be so good with wind instruments?

Zelda: The Continuing Saga seems to be some way off – at the moment, it looks like Nintendo is planning a pre-Christmas 2000 release. Since that is after Nintendo's claimed launch date for the Dolphin, it is reasonable to question just how big the N64 market will be by then.

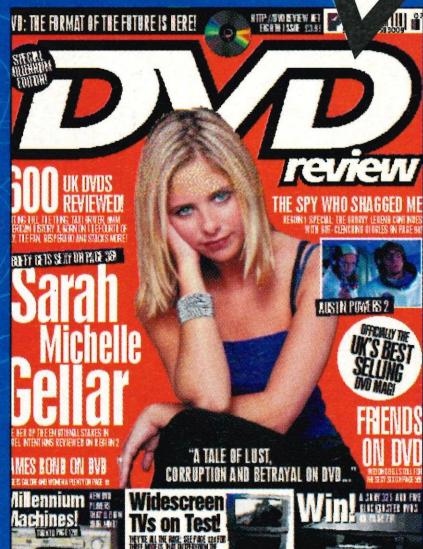


▲ You can always spot Link, even when he's been transformed into another creature, as he still has his little green hat!



DVD

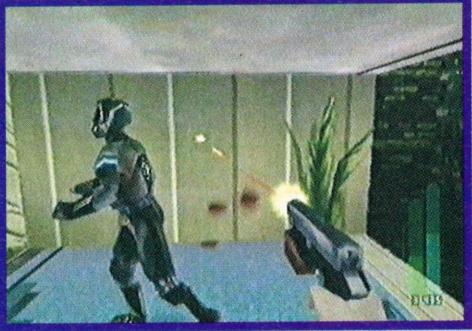
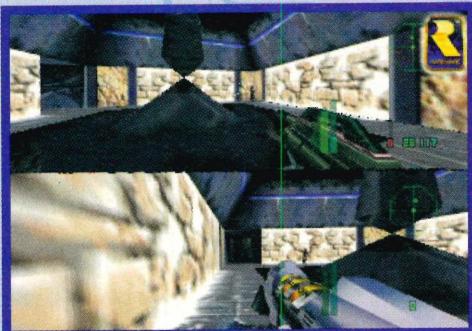
review



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▲ Unlike *Goldeneye*, you can now fall through huge holes in the floor. Watch out for those 5000-foot vertical drops!



PERFECT DARK

Publisher: Nintendo
Developer: Rare
UK Release: April 2000

Perfect Dark

The great news is that Nintendo will definitely be bringing the 64GB, aka the Transfer Pak, to our shores in time for the release of what is most certainly the most keenly-awaited N64 game of all time. Why is this such good news? Because, if you have access to a Game Boy Camera, you'll be able to take a snap of your own face – or any other body part – and put it onto the characters in the deathmatch game! No longer will you be limited to gunning

down Robbie Coltrane – you will now be able to hunt down your own friends like dogs!

Rare is still keeping fairly schtum about *Perfect Dark* though; it hasn't revealed any new info on the game for months. Even so, it's the game everybody is waiting for!

Ridge Racer 64

The oft-delayed incarnation of Namco's arcade classic is still on the way, although it now won't reach the UK until around March. The question is, 'why?' Still, it should retain the playability of the previous versions, though the N64 racer market is not exactly light on previous entrants. Will *Ridge Racer 64* offer enough to make it stand out?

RIDGE RACER 64

Publisher: Nintendo
Developer: Nintendo Software Technology
UK Release: Spring 2000



STARCRAFT 64

Publisher: Nintendo
Developer: Mass Media
UK Release: April 2000

Starcraft 64

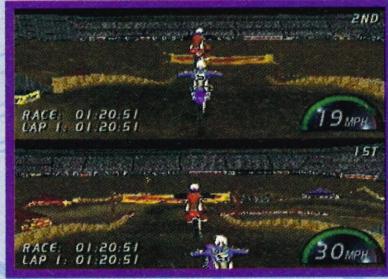
If you know any PC gamers, you've probably heard them going on and on and on about *Starcraft*. Those in the know reckon that it's the best realtime strategy game that money can buy. Well, sometime in the new year you'll be able to find out if they're actually telling the truth or not.

Starcraft 64 will include a massive 60 missions – all the ones from the original game, plus the *Brood Wars* expansion pack, plus a set of unique-to-Nintendo extra missions and the multiplayer excursions. Not bad going, eh? The game revolves around the interstellar wars that are taking place between the Terrans (that's us) and the alien Zerg and Protoss races. It's similar in play to *Command & Conquer*, with the same





▼ Another dirtbike racing game for the N64? It's the genre that nobody was asking for, but everyone's going to have!



EXCITE BIKE 64

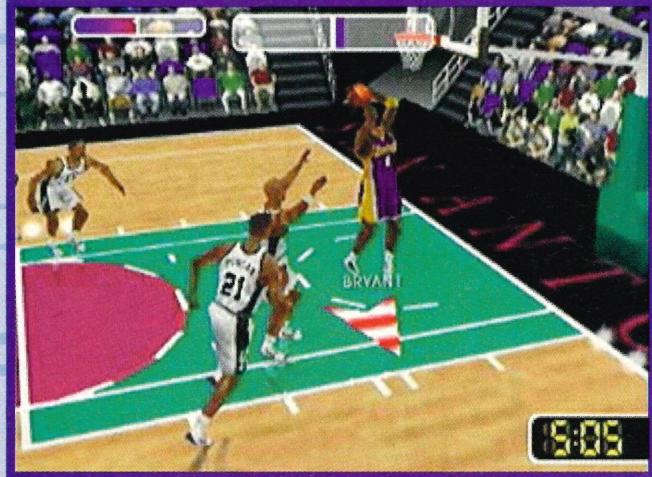
Publisher: Nintendo
Developer: Left Field
UK Release: TBA 2000

kind of resource management features. However, in this game there are two enemies to fend off instead of one, so gameplayers really have got their work cut out for them!

Excite Bike 64

One of no fewer than four N64 dirtbike games (the others coming from Acclaim, Electronic Arts and Kemco) that are currently in the works, *Excite Bike* obviously has Nintendo's muscle and gameplay-tweaking perfectionism behind it, but it's likely to be the last one to hit the shelves.

What *Excite Bike 64* offers is the same kind of precise control as *1080° Snowboarding*, doing for mud-covered men on noisy bikes what that game did for bobble-hatted posers on snowboards. Unlike some of the other dirtbike games, *Excite Bike* will also have a four-player mode. It also features a track editor, which means that once you get familiar with the six tracks that are already in the game, you can create your own!



KOBE BRYANT NBA COURTSIDE 2

Publisher: Nintendo
Developer: Left Field
UK Release: TBA 2000

Kobe Bryant NBA Courtside 2

The original *NBA Courtside* was probably the N64's best basketball game to date, and this upgraded hi-res version ought to keep the Kobe family honour intact. As for the game itself, well, uh, it's a basketball game. Spindly men run around lobbing balls into hoops. Until we actually have the game, there's not much else we can say...

MINI RACERS

Publisher: Nintendo
Developer: Looking Glass
UK Release: TBA 2000

Mini Racers

This quirky game first appeared at the E3 show in LA last May, and since then very little else has been heard about it. It's more or less a 64-bit update of the Rare Game Boy title *RC Pro-Am*, featuring highly responsive radio-controlled cars buzzing about very tight tracks. At the moment it doesn't have a set release date, which is a little strange as it's hardly a *Donkey Kong*-sized package.

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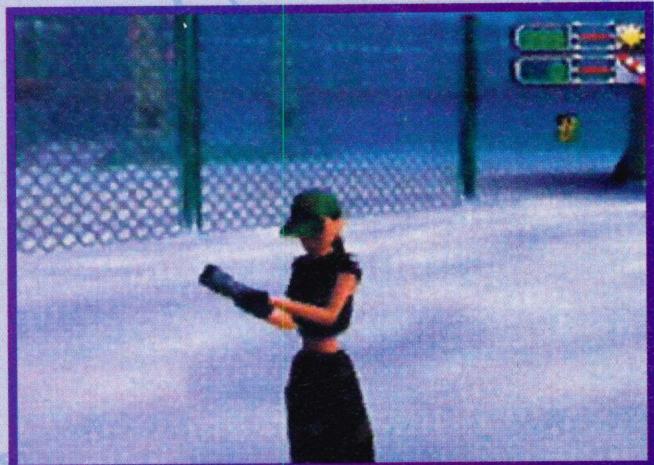
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Pokémon Power!

BOOK OF MONSTERS

MERRY CHRISTMAS!

09



▲ The mysterious Riqqa, not wrapped up very warmly against the cold. Will she be the N64's own version of Lara Croft?

Riqqa

Still very little is known about this third-person adventure game. The brief clips that were on show at the last E3 show, with the heroine running around Arctic wildernesses and underground bases, brought to mind *Duke Nukem: Zero Hour* and *Mission: Impossible* (though hopefully more of the former than the

Riqqa
Publisher: Nintendo
Developer: Bits Studio
UK Release: TBA 2000

▼ Mario returns to his old two-dimensional cartoon roots for the long-delayed *Super Mario Adventure*, due in 2000.



▲ Our top-quality 'take a snapshot of a TV screen' look at *Eternal Darkness*. It's as much as Nintendo's ever given us!

latter), but the eponymous female commando's exact mission still remains a mystery.

Super Mario Adventure

Very firmly aimed at kids, this odd mixture of 2-D and 3-D features a flat cartoon-style Mario running around polygonal landscapes. The game was first shown at Space World in 1997, when it was listed as a 64DD title. The game is a junior RPG with *Final Fantasy*-type menu-driven battles, set in the familiar Mario landscape.

Pokémon Stadium

This is actually the Japanese *Pocket Monsters Stadium 2*, but since the first game was never released over here, we lose the sequel tag. Like the first game, it's compatible with the 64GB Transfer

SUPER MARIO ADVENTURE

SUPER MARIO ADVENTURE
Publisher: Nintendo
Developer: Intelligent Systems
UK Release: TBA 2000

POKÉMON STADIUM

POKÉMON STADIUM
Publisher: Nintendo
Developer: Bits Studio
UK Release: TBA 2000



ETERNAL DARKNESS

ETERNAL DARKNESS
Publisher: Nintendo
Developer: Silicon Knights
UK Release: TBA 2000

Pak, letting owners of *Pokémon Blue* and *Red* access characters from their Game Boy carts, and this new version of *Stadium* contains all 151 *Pokémon*, as opposed to the measly 40 found on the Japanese original. *Pokémon* fans will go mental for it (although older players will find the simplistic combat intensely tedious), but knowing how long it takes Nintendo to release games over here, will there be any *Pokémon* fans left by them?

Eternal Darkness

The game that time forgot, or at least that Nintendo forgot. Nothing new has been heard about this medieval *Resident Evil*-style game since E3. Word to the wise, guys – if you're going to tantalise gamers by announcing new titles, you could at least make the effort to let people know how they're coming along from time to time! ■



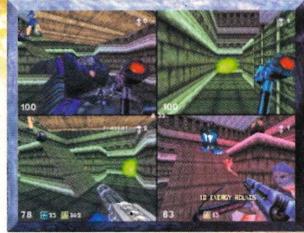
こうかは ぱぐんだ!





TUROK

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AKLaim

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ISS Millennium

They think it's all over - it is now!

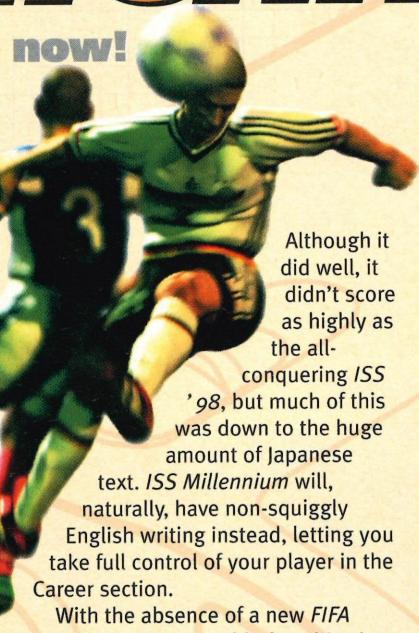
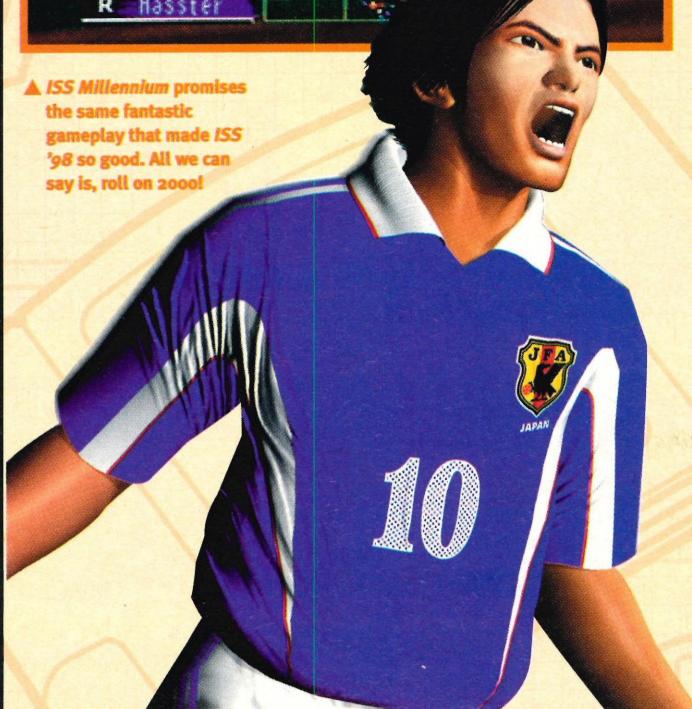


Football fans can rejoice at the arrival of a new century - *ISS Millennium* will be here! (For all those smug bores who say the millennium doesn't start until 2001, the government thinks otherwise, and they can send SAS men into your house to kill you while you sleep. Tony doesn't like dissent.)

We reviewed the Japanese version of the game - *J-League Perfect Striker 2* - in issue 31.



▲ *ISS Millennium* promises the same fantastic gameplay that made *ISS '98* so good. All we can say is, roll on 2000!



Although it did well, it didn't score as highly as the all-conquering *ISS '98*, but much of this was down to the huge amount of Japanese text. *ISS Millennium* will, naturally, have non-squiggly English writing instead, letting you take full control of your player in the Career section.

With the absence of a new *FIFA* game, Konami's venerable franchise has only new boy *Michael Owen* to face on the N64. Even though it's much older and only in lo-res, *ISS '98* still pips *Michael Owen* for pure playability. *ISS Millennium* should be even better!

We'll be in the stands with our Bovril and the full review soon. Football is, as they say, coming home! ■



▲ The game uses the same control methods as previous *ISS* games, with a few tweaks and improvements to keep you on your toes.



ISS MILLENNIUM

Publisher:
Developer:
UK Release:

Konami
Major A
Feb 2000

Career We Go

ISS Millennium offers a Career mode, where you start off as a new player and have to work your way to superstar status through training and match-winning! Everything about your player can be customised, right down to the comedy hairdo!



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Daikatana

14
Those who live by the sword, dai by the sword!

Here's a rarity – a first-person shooter with a plot! In *Daikatana*, you take on the role of a time traveller, Hiro Miyamoto (hmm, that name sounds familiar...), who must visit several time zones in order to retrieve the mystical daikatana sword stolen by the evil Dr Benedict, who has used the sword's powers to alter history and make himself obscenely wealthy and powerful.

As well as the time-travel story-line, *Daikatana* also features some RPG elements. Hiro has a number of skills and attributes – Vitality, Attack, Speed, Acro (accuracy) and Power – which start off at low levels and are gradually increased as he gains experience through the game. In order to defeat Benedict, repair the timeline and restore the daikatana to its rightful owners, he needs to be at the height of his powers.

Time zones featured in the game are Kyoto, Japan, 2455 (where the game begins), Ancient Greece 1200BC, Norway 560AD and San Francisco 2030. As you'd



▲ *Daikatana* uses the Expansion Pak to reduce fogging and use particle effects to create weather. Why is it never nice and sunny?



▲ Benedict has used his wealth and power to create near-impregnable fortresses to secure the daikatana. You've got to break in!

expect, each time zone offers different enemies to overcome and weapons to use, but all of them have one thing in common – Benedict's forces will do everything in their power to stop you completing your mission.

Although the PC game (designed by the legendary John Romero, creator of *Doom* and *Quake*) features two CPU-controlled characters, Mikiko Ebihara and Superfly Johnson, who follow Hiro

on his quest, it looks as though N64 owners will only be able to meet these two in multiplayer games. To make up for this, N64 *Daikatana* will use the Expansion Pak for lighting and weather effects, and run in medium-res.

Daikatana will arrive in the UK around Easter – where it'll be in direct competition with *Perfect Dark*. Can Hiro Miyamoto take on Joanna Dark? We'll have to wait and see! ■



▲ Two Greek guys with swords versus a Japanese bloke with a spike on his arm. Time to practice building up that Attack skill...

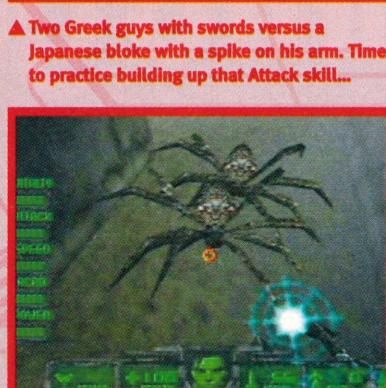


▲ The weapons you have to use change with each time zone. You don't always get to take Uzis into the Dark Ages...

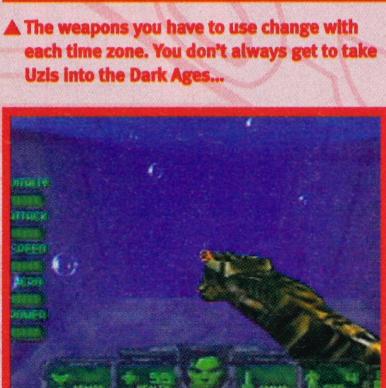
▼ Ancient Greece is full of decadent humus-eaters. Unfortunately, it's also got a lot of hard-as-nails blokes with spears to protect them!

DAIKATANA

Publisher: Kemco
Developer: Ion Storm
UK Release: Easter 2000



▲ Not all of the enemies are human – these giant spiders will come as a nasty surprise to any arachnophobes.



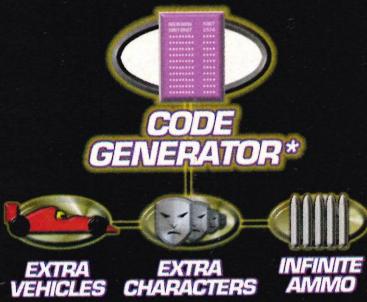
▲ Swimming underwater is necessary at times to complete the mission. Let's just hope Hiro's armour includes water wings...



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Nuclear Strike

Tool up and prepare for war!



Rejoice, for the *Strike* series is finally nearing its debut on our beloved console in the form of *Nuclear Strike*. While you're waiting, sit back, drool over these lovely new top-secret screenshots and dream of war-torn landscapes.

Nuclear Strike may have been out on the PlayStation for a while now, but that doesn't mean that it won't be worth waiting for when it eventually hits the N64. Developer Pacific Power and Light, is making sure that the Nintendo player gets every possible bit of value out of this apocalyptic title, so when it does hit it goes with a bang!

NUCLEAR STRIKE

Publisher: THQ
Developer: Pacific Power and Light
UK Release: Q1 2000

As the name of the game suggests, this *Strike* campaign is a little more serious than your average bunch of terrorists with a few missiles up their sleeve. This time, nuclear war is looming and you're the only person who can stop it. The mammoth task sees your character controlling no fewer than 15 vehicles. These include a Harrier jet, tank, hovercraft and of course the *Strike* series' centrepiece, the Apache helicopter gunship.

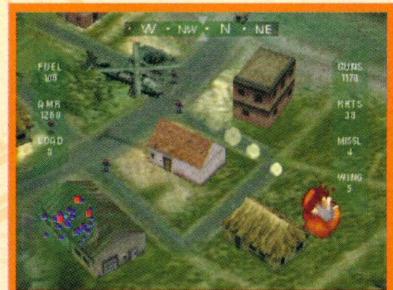
This variety was in the PlayStation version, but one major bonus for the N64 game is the terrain. The environments have all been lovingly created in full 3-D, which should mean non-fixed viewpoints, something of a restriction on the PlayStation. This, coupled with the real time light sourcing and some fantastic explosions, should make *Nuclear Strike* a delight to look at, let alone play. Keep your sights trained on 64 MAGAZINE for more news!



▲ One of the good things about owning your own Apache is the fact that you can make any island deserted and land for an impromptu holiday.



▲ Apache helicopters – always available for wedding receptions, debt collection, children's parties and building demolition.



▲ With the radar in the bottom corner of the screen and a compass at the top of the screen, getting lost is nearly impossible – you hope!



▲ The down draught from our Apache unwittingly provides the gust of wind needed for a racing yacht to storm into first place.

Top Gear

18



▼ The random track generator in *Top Gear Rally 2* means that no two races are alike – a nice change from most games!

Time to get your Clarkson wig out of storage!

The original *Top Gear* was, for a long time, one of the N64's best racing games. It might not have had dozens of cars on screen at once (mind you, what N64 game does?) but it more than made up for this with realistic handling that let you take corners in enormous powerslides, and some massive, car-bending crashes.

Unfortunately, things went downhill faster than a BMW with no brakes when

the pseudo-sequel, *Top Gear Overdrive*, appeared, because it stank like a dead fish in high summer. Now, Kemco is hoping to regain its place with a proper sequel, *Top Gear Rally 2*.

Although *TGR2* isn't the only N64 racer to use a stage system rather than circuits – *V-Rally '99* got there first – it is the first to include a random track generator. This means that once you get the hang of the early, fixed tracks, the game then starts to create completely new courses every time you race, so you really won't know what's around the next corner!

Top Gear Rally 2 features 15 cars in all, with real models from the likes of Mitsubishi and Ford. Cars can be customised to suit the changing conditions of each track, and as you win races you can add sponsors' logos to your car, in addition to doling the car up in whatever colours you like. If you want your car to stay in pristine order through the race you'll have to be pretty quick with your steering, though, because the cars take damage if they bang into anything.

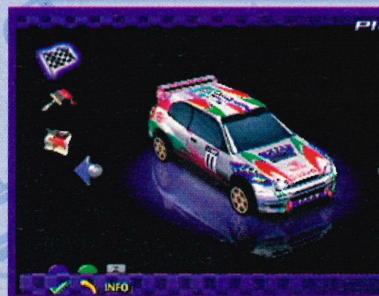
The rallies take place over varied landscapes like forests, deserts and mountains, and there are night races on each type of track as well if things weren't difficult enough for you before! Should you need to get some practice before starting a race, you can try your hand at drifts, power-slides and the like at a driving school. Completing the various driving tests earns you rally qualifications, which should be handy when you're trying to get some sponsors.



TOP GEAR RALLY 2

Publisher:
Kemco
Developer:
Snowblind
UK Release:

Feb 2000



▲ A Ford Focus? We think so, but there are so many garish sponsors' stickers on there it's hard to tell!



Rally 2



▲ You can tell from the skidmarks that this is a difficult corner – it probably left skidmarks inside the cars too!

When we saw *Top Gear Rally 2* at the E3 show last May, we weren't impressed by the handling or the look of the game. The latter has been very much improved since then, and with any luck the former will have been given a major reworking as well to bring it up to the same level as the first *Top Gear Rally*.

The game was originally supposed to come out in October, so hopefully the extra months have been put to good use! If it lives up to its claims, it could turn out to be one of the best racers on the machine. *Top Gear Rally 2* is due out in the UK in February, and we hope to have a full review next issue. Burn up the roads! ■

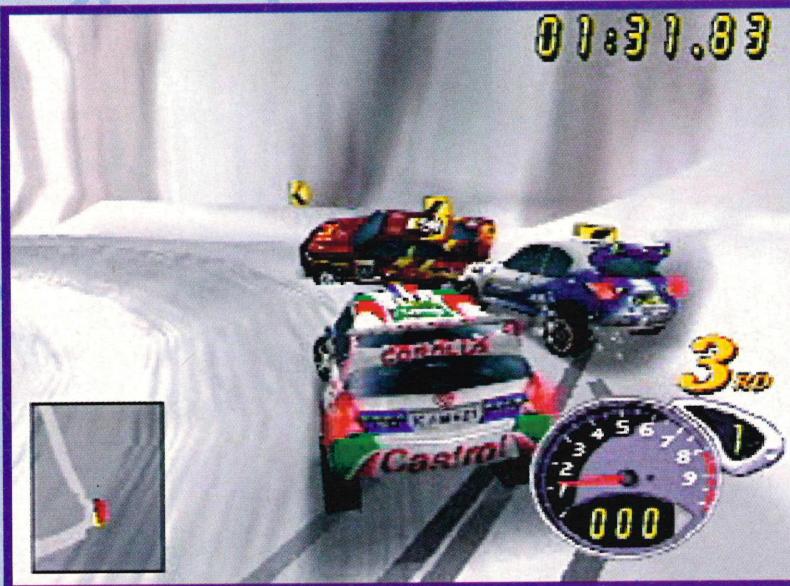
▼ Night driving is one of the skills you'll need to learn if you want to compete in International rallying. Don't doze off!



▲ Anyone for bridge? You have to be prepared for whatever road conditions the game throws at you.



▼ *Top Gear Rally 2* manages to get as much detail onto the cars as its predecessor – let's hope it plays as well!



EPGA Golf

Who needs fresh air and exercise?



▲ The yellow arrow shows where your shot will go – assuming you don't mess up the swing, of course!



For whatever reason, the N64 has had a run of really bad luck when it comes to golf sims. First, there was *The Glory Of St Andrews*, which attempted an analogue control system and failed dismally. Then there were the Dolly-like clones of *Augusta Masters* and *Waialae Country Club*, which played identically – and were both terrible.

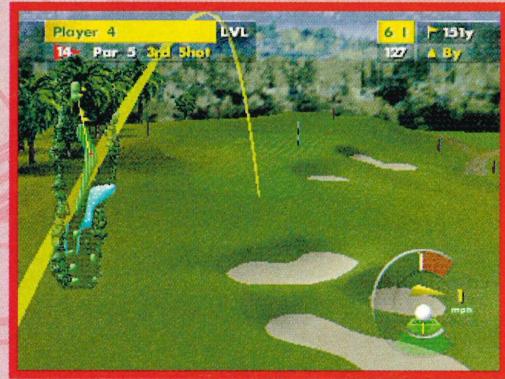
Now, Infogrames dons the comedy trousers and steps up to the tee in an attempt to rescue realistic N64 golfing games from the bunker of despair where they've been cowering since *Mario Golf* came along and peed all over them. *EPGA Tour Golf* uses the licence of the European Pro Golf Association (or it could be the Emu Plucking *Goldeneye* Amateurs – we're not quite sure on that

UK EPGA GOLF

Publisher: Infogrames
UK Release: 11 February 2000



▲ This is an Irish course – the one that doesn't have palm trees all over it! Choosing clubs is a little awkward at present.



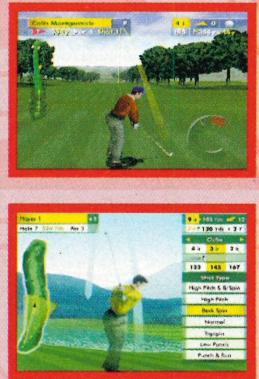
one) to reproduce a real golfing atmosphere – the players in the game are all real pros, and the courses are genuine too. We're not quite sure about all the palm trees on one of the Irish courses, though...

Your golfer is controlled by what is more or less the standard video golf control system – a bar rises up a gauge, and you have to hit the button at just the right moment to put the right amount of power into your swing, then hit it again as it falls to ensure you hit the ball squarely. The animation of the golfers looks as though it's been motion captured from real players, though on the beta version of the game we had, some way of skipping straight to the shot instead of having to sit there watching our man cough, adjust his package and the like before taking his stance would have been appreciated!

EPGA Golf will be out next February. Our niblicks and mashies are trembling with anticipation! ■



▲ You can choose to switch on a grid that shows the lie of the green, as seen here. It doesn't always make putting the ball any easier.



Millennium Games Awards

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as the end of the Millennium draws near the TOTAL GAMES NETWORK (www.totalgames.net), in association with HMV and Titus, has decided to honour the best pieces of software ever made on all formats. This is your once in a lifetime chance to participate in the greatest gaming survey ever devised – the Millennium Games Awards!

All we want is for you to tell us what ten games have rocked your world using the form provided below. Having done this, complete the survey information and your details on the following page and then send it back to us Freepost – no stamp required.

Completed entries will be pulled out of the sack and the winners picked at random – there are no right or

wrong answers. Once we have received all the entries, we will compile a top 100 games of the Millennium and one lucky winner will receive a DVD player and ten UK DVDs. 2nd prize is a Nintendo 64, PlayStation and a Dreamcast. While 50 runners-up will each receive a £10 HMV voucher. Don't delay, get those voting forms in today!

Here are the personal favourites of our editors – vote for your own!

Nick Roberts Managing Editor

1. Out Run (Arcade)
2. Metal Gear Solid (PS)
3. Gun Fright (Spectrum)
4. Pac-Man (Arcade)
5. Bubble Bobble (Spectrum)
6. Rick Dangerous (Spectrum)
7. Super Mario World (Super NES)
8. Dynamite Dan (Spectrum)
9. James Pond: Robocod (Mega Drive)
10. San Francisco Rush (N64)

Phil King, Editor of PowerStation

1. Goldeneye (N64)
2. Gran Turismo (PS)
3. ISS Pro 2000 (PS)
4. Starcraft (PC)
5. Skool Daze (Spectrum)
6. Sensible World Of Soccer (PC)
7. Tekken 3 (PS)
8. Tomb Raider (PS)
9. Laser Squad (Spectrum)
10. Worms (PC)

Ryan Butt, Editor of Play

1. ISS Pro Evolution (PS)
2. Goldeneye (N64)
3. Resident Evil 2 (PS)
4. Sonic The Hedgehog (Mega Drive)
5. Arkanoid (C64)
6. Kid Chameleon (MegaDrive)
7. Back 2 Skool (Spectrum)
8. Wonderboy (Arcade)
9. Tekken 3 (PS)
10. Street Fighter II (Super NES)

Andy McDermott, Editor of 64 Mag

- 1: Robotron 2084 (Arcade)
- 2: Quake II deathmatch (PC)
- 3: Goldeneye (N64)
- 4: Elite (BBC/C64/Atari ST)
- 5: Defender (Arcade)
- 6: Ancipital (C64)
- 7: Tomb Raider (PlayStation)
- 8: Street Fighter II Turbo (Super NES)
- 9: Super Mario Kart (Super NES)
- 10: Tempest 2000 (Atari Jaguar)

millennium games awards entry Form

The top ten games that have changed my life are:

1

6

2

7

3

8

4

9

5

10

***Important:** please write your game name clearly and in capital letters only. Also ensure that all game names are spelt correctly and that you put what games system they are for in brackets. The closing date for the Millennium Games Awards competition is 31/12/99.

The results of the Millennium Games Awards will be printed in the following magazines: *Play* #59, *64 Magazine* #37, *PowerStation* #46, *64 Solutions* #17, *DVD Review* #10, *Dreamcast Magazine* #6 and *Dreamcast Solutions* #3.



questionnaire

Name:

Address:

Postcode

Daytime telephone number

I am prepared to attend the prize ceremony at HMV

Yes No

Are you?

Male Female

What age group are you in? (tick one)

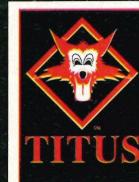
- 10-17
- 18-25
- 26-35
- 36-45
- 46-50
- Over 50

Are you?

- Married
- Living with your partner
- Living with your parents
- Living alone
- Living in a shared house
- Divorced/separated
- Widowed

What is your occupation? (tick one)

- Director
- Manager



The biggest games for the new Millennium

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- Self-employed
- Skilled worker/Tradesman
- Manual worker
- Office worker
- Shop worker
- Public sector
- Professional
- Armed Forces
- Student
- Housewife/husband
- Retired
- Unemployed
- Other (please state)

Own
Intend
to buy

Sony PlayStation	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo 64	<input type="checkbox"/>	<input type="checkbox"/>
PC	<input type="checkbox"/>	<input type="checkbox"/>
Game Boy Color	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation 2	<input type="checkbox"/>	<input type="checkbox"/>
Dreamcast	<input type="checkbox"/>	<input type="checkbox"/>
New Nintendo console	<input type="checkbox"/>	<input type="checkbox"/>

Do you own a computer?

- Yes
- No, but I intend to within the next 6 months
- No, and I don't intend to buy one in the next 6 months

Are you connected to the Internet?

At work

- Yes
- No

At home

- Yes
- No, but I intend to be in the next 6 months
- No, and I don't intend to be in the next 6 months

Do you own a DVD player?

- Yes

What brand?

From time to time you may be sent related material through the post. If you do not want to receive this, please tick this box.

once you have completed all these questions and the all important top ten, please send it back to:

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Attitude
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99
California Speed
Castlevania
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Command & Conquer 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Duke Nukem: Zero Hour

G-K

Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Hot Wheels Turbo
Hybrid Heaven
Iggy's Reckin' Balls
International Super Soccer
ISS '98
Jeopardy
Jet Force Gemini
Jikkou World Soccer France 98
J-League 11 Beat 97
Ken Griffey Jr.'s Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside

L-P

Lode Runner 3D
Lylat Wars

Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr.
Mario 64
Mario Golf
Mario Karts
Mario Party
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mortal Kombat 4
Multi-Racing Championship
Mystical Ninja: Starring
Gaemon
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Blitz
NFL Quarterback '98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Nightmare Creatures
Ocarina of Time: Legend of
Zelda
Off-Road Challenge
Penny Racers
Perfect Stricker
Pilot Wings

Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

Quake 2
Quake 64
Quest 64
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Road Rash 64
Robotron 64
Rogue Squadron: Star Wars
Rush 2 Extreme Racing USA
S.C.A.R.S.
San Francisco Rush
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamites
Space Station: Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Top Gear Overdrive
Top Gear Rally
Triple Play 2000

Turk 1
Turk 2
Twisted Extreme Snowboarding

V-Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey 98
WCW Nitro
WCW Vs NWO Revenge
WCW Vs NWO World Tour
Wetrix
Wipeout 64
World Cup '98
World Driver Championship
World Tour: Rampage
WWF Attitude
WWF War Zone
XG2
Yoshi's Story
Zelda

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EDITORIAL

Unless you're unlucky enough to receive one of my tedious personal emails, this editorial will be the last thing of mine that was written in the 20th Century. So it seems fair that I get to inflict upon you a few of my predictions for the next millennium. (For all those pedantic gits who say the new millennium doesn't really begin until 2001, to me it just seems very messy that the new century and the new millennium don't start on the same day. Besides, it's my editorial, so bite me. Ha!)

Anyway, here are my predictions for 2000-2999. If I turn out to be right you can worship me as a prophet... and if I'm wrong I won't care, because I'll be long dead before the final verdict is in. So here goes...

• People will still be stupid

Homo Sapiens have acted like idiots for the past several thousand years. You think we're going to change in the next thousand?

• You'll be left behind

The only way you'll be able to keep up to date with technological advances is by foregoing social interaction. In which case, you'll be left behind by societal change. The choice will be yours.

• We are the Borg

You'll be able to hook computers up directly to your brain, and sooner than you think.

• Some you win, some you lose

Your life will be a lot longer than you currently imagine. Unless you become a victim of crime, in which case your life could be a lot *shorter* than you currently imagine.

• Nobody knows anything

Not one single person that is alive today will predict the revolution that changes *everything*.

• Reality bites

Games will become more interesting than reality itself – until reality surprises everyone...

• Nintendo will still be around

It may never recover its position as the world's number one creator of games. But it *will* keep its position as the creator of the world's number one games. And that bit of semantics will make all the difference.

• By the next millennium, I'll be dead Well, if that last prediction is wrong, you're more than welcome to drop by on 1 January 3000 and tell me I'm full of crap. But in the meantime, I'll just take the opportunity to wish you the best of luck for the new era, and to remind you that the future is what you make it.

So make it good.

Andy McDermott (1967-????), Editor

the

showcase

news
peripherals
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items of interest



YOU KNOW THE SCORE

Acclaim goes hardcore



It should have been easy to guess that Acclaim wouldn't want to give up its profitable wrestling games after losing the WWF licence to THQ. Sure enough, the US giant has signed an agreement with Extreme Championship Wrestling (ECW) and will be releasing *ECW Hardcore Revolution* on the N64 on February 17.

According to our resident wrestling expert, ECW is at the opposite end of the scale to the glitzy WWF – it's downmarket but features real violence, as opposed to the WWF's expensive fake-o-rama. (What? You thought it was all real? Bwah hah hah!) As a result, *Hardcore Revolution* is expected to have at least a 15 certificate, and possibly an 18, for what Acclaim describes as 'adult language and content'.



HARRIER CRASHES

Sim suspended



The excellent-looking *Harrier 2001*, which was supposed to be released early in the New Year has unexpectedly been put on what US publisher Video System calls 'indefinite hold'. This, in our experience, is usually industry-speak for 'cancelled'.

The reason for this is that developer Paradigm (*Pilotwings*, *Beetle Adventure Racing*) is suing Video System over its alleged failure to provide proper design specifications (ie, what it wants in the game) and payment for development work. As a result, it seems extremely unlikely that *Harrier 2002* will ever be released on the N64. This is a major downer, as the video demo at E3 last May looked superb.

Capcom has let slip that it is working on another N64 game to follow *Resident Evil 2*, which it has described as "a sequel to a very popular franchise". The hottest rumour is that it will be an all-new *Resident Evil* title, using polygonal graphics instead of pre-rendered backdrops, although we wouldn't say no to an N64 *Street Fighter* game either. Just as long as it isn't a sequel to *Magical Tetris Challenge*!

ALSO FROM PARAGON PUBLISHING...

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Packed to bursting with everything you need for the Nintendo Game Boy Color! This issue includes an exclusive review of Disney's *Tarzan*, a feature on the gruesome *Resident Evil* and a complete guide to *Pokémon Red* and *Blue*. What more could a Game Boy fan want?



64 SOLUTIONS

Issue 14 ISSN: 1464-5904 £3.95

It's an exclusive guide bonanza this month on the 64 *Solutions* ranch. We've lassoed ourselves the full solution to *Carmageddon*, part one of our massive *Shadow Man* walkthrough, the toughest parts of *Mario Golf* and a complete guide to *Tonic Trouble*, plus tons more. Saddle up partner – yeehaw!

POP QUIZ,
HOTSHOT!

A flick through the official American Nintendo Web site revealed an interesting, and so far unannounced, new game on the schedules. Following in the shoe steps of its *Die Hard* game, Fox Interactive is planning a game based on the hit Keanu Reeves film *Speed*!

No other information was available as we went to press, not even a release date, but since *Die Hard* isn't due to appear until at least spring 2000, *Speed* will probably come out after then.

WWW.BUY

Got Internet access? Want to buy your games online? Then point your browser at www.etoys.co.uk, where you will find all of the latest N64 games ready and waiting to be delivered direct to your door.

RES & RIDGE
REVISE RELEASE

More hot games back to 2000



Bad news for fans of both racing games and survival horror. *Ridge Racer 64* has been given a last-minute shove from its November 19 on-sale date to an undetermined release in the first quarter of 2000, and *Resident Evil 2*, which was supposed to be out before Christmas, has done a runner from the release schedules following its mysterious non-appearance in the States (it was supposed to come out for Halloween).

As soon as we get more news on when both games will be appearing, we'll let you know. In the meantime, we'll have to find something to replace two of the years' biggest titles in time for next issue, dammit!

VERY
O-DDJapan-only
launch for
disk drive

Over three years after it was first announced, Nintendo's 64DD disk drive add-on is finally due to go on sale. UK gamers hoping for a way to add a new dimension to play are going to be disappointed, though.

The 64DD will only be on sale in Japan, starting in December 1999, and even getting hold of an import machine will be extremely difficult because of the unique way gamers pay for it. Rather than pay a one-off amount to buy the DD outright, gamers effectively 'subscribe' over the course of a year, paying a monthly fee which also gets them access to the Randnet network (which includes email, but isn't a full Internet service) and each new game as it becomes available. After a year the hardware is paid for and the subscription price drops, but you still need to subscribe to get new games.

Whether this, er, 'interesting' approach will work or not remains to be seen. The idea of the 64DD isn't exactly setting Japanese gamers alight with excitement, and without the bargaining chip of the *Pokémon* games originally planned for the DD, all of which have now been transferred to cartridge, it's hard to see exactly who the package is meant to appeal to. The slow rate at which 64DD games are released – two games every two months, and subscribers get no choice over what games they receive – looks like another nail in the coffin. Nintendo obviously think it'll work or they wouldn't do it, but it seems to be a very risky proposition.

The latest news and rumours about Dolphin...

Dolphin has finally announced when Dolphin will be revealed for the first time. The time is August 2000, and the place is the Space World 2000 show in Japan. This doesn't necessarily mean that the console will be on sale in 2000, as Nintendo has a long-standing habit of revealing hardware at Space World and then hiding it away again for a year or more! There is still no official confirmation of a firm release date for the machine.

At a recent press conference in New York, Nintendo revealed some vague yet interesting details about Dolphin. The machine will support online gameplay and be able to connect to the new Game Boy Advance (probably directly rather than through an add-on Pak like the N64), but definitely will not be able to play DVD movies. Since DVD players have already dropped below the £200 mark, this seems a bit limiting, but hey! It's their machine...

BAFTA BASICS

Nintendo cleaned up at the 1999 BAFTA awards, winning itself a third of the 15 trophies on offer. Four of the company's five wins came from one game – *The Legend of Zelda*. Shigeru Miyamoto's masterwork picked up the awards for Most Innovative Game, Interactivity, Computer Programming and Best Game. The last of the five N64-related wins went to Rare, which scooped up the UK Developer Of The Year prize.

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26

When you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, so that you'll be able to avoid those 'only in Japan' moments of gloom!

• Release dates are subject to change without notice. That's software companies for you, always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late!

RELEASE DATES DECEMBER

Cyber Tiger	UK	Dec 31
JAN 2000		
A Bug's Life	UK	Jan 07
Battlezone 64	UK	Jan
Harvest Moon 64	UK	Jan
ISS Millennium	UK	Jan
Supercross 2000	UK	Jan 21
Space Invaders	UK	Jan
Tarzan	US	Jan

FEB-MAR 2000

Castlevania Special Edition	UK	Feb
EPGA Golf	UK	Feb
Hydro Thunder	UK	Mar
Hype: The Time Quest	US	Mar
Rally Masters	UK	Mar
Resident Evil 2	UK	Feb
Taz Express	UK	Mar
Top Gear Hyperbike	UK	Mar
Top Gear Rally 2	UK	Feb
Toy Story 2	UK	Feb

APR-MAY 2000

Daikatana	UK	Apr
Perfect Dark	UK	Apr
Starcraft	UK	Apr

JUN ONWARDS

Duck Dodgers	UK	Jun
Mickey Speedway USA	US	Dec
Wacky Racers	UK	Jun

TO BE CONFIRMED

1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Airport Inc	UK	2000
Alien Saga	US	2000

Alone In The Dark 4	UK	2000	Mother 3	Jap	2000
Animaniacs Ten Pin Alley	US	2000	Namco Museum	UK	2000
Asteroids Hyper 64	UK	2000	NBA Live 2001	US	2000
Banjo-Tooie	UK	2000	NFL Blitz 2000	US	2000
Bassmasters 2000	UK	2000	Nightmare Creatures II	UK	2000
Batman	UK	2000	Nuclear Strike	UK	2000
Blues Brothers 2000	UK	2000	Ogre Battle 3	UK	2000
Bomberman 2	Jap	2000	Ogre Battle 3	US	2000
Caesar's Palace	US	2000	Pokemon Snap	UK	2000
Cenzo's Carnival Adventure	US	2000	Pokemon Stadium	UK	2000
Custom Robo (64DD)	Jap	2000	Polaris Snocross	US	2000
Daikatana	US	2000	Puma Street Soccer	UK	2000
Derby Stallion 64	Jap	2000	Quest 2	US	2000
DethKarz	UK	2000	Resident Evil Zero	Jap	2000
DethKarz	US	2000	Rev Limit	UK	2000
Die Hard	US	2000	Ridge Racer 64	UK	2000
Donald Duck	UK	2000	Riga	UK	2000
Doshin The Giant (64DD)	Jap	2000	Robocop	US	2000
Dragon Sword	UK	2000	Rollerball	US	2000
Earthbound	UK	2000	Ronaldo Soccer	UK	2000
Eternal Darkness	UK	2000	Shadow Man 2	UK	2000
Excite Bike	UK	2000	Sim City 2000	UK	2000
Extreme Sports 64	UK	2000	Sim City 64 (64DD)	Jap	2000
FIA Formula 1	UK	2000	Snowboard Kids 2	UK	2000
Fighters' Destiny 2	UK	2000	Speed	US	2000
Fire Emblem 64	Jap	2000	Spider-Man	UK	2000
F-Zero Xpansion (64DD)	Jap	2000	Spooky	US	2000
Ghouls & Ghosts	Jap	2000	Spy Hunter	US	2000
Grand Theft Auto	UK	2000	SR3K	US	2000
Harrier 2001	US	2000	Sydney Olympics 2000	US	2000
Hercules	US	2000	Tetris Attack	UK	2000
Jeff Gordon XS Racing	US	2000	Thornado	US	2000
Jest	UK	2000	Thrasher: Skate And Destroy	US	2000
Jungle Emperor Leo	Jap	2000	Top Gun	US	2000
Kirby 64	US	2000	Turok 3: Oblivion	US	2000
Kobe Bryant 2	US	2000	Twelve Tales: Conker 64	UK	2000
Looney Tunes: Space Race	UK	2000	Ura-Zelda (64DD)	Jap	2000
Madden 2000	US	2000	Velocity	US	2000
Magic Flute	Jap	2000	Wetrix 2	UK	2000
Mario Party 2	Jap	2000	Wild Waters	UK	2000
Mario RPG	UK	2000	Win Back	UK	2000
Mega Man 64	Jap	2000	The World Is Not Enough	UK	2000
Metal Gear	Jap	2000	X-Men	US	2000
Mini Racers	UK	2000	The Young Olympians	US	2000
Mortal Kombat: Special Forces	US	2000	Zelda: The Continuing Saga	UK	2000



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The Top Drive Roadster is a 'sitter' wheel – it's meant to sit between your legs, and has an adjustable column for the chunky of thigh. Since you'll probably be sitting on a padded surface while playing games, though, it tends to wobble about.

Unlike many wheels the Top Drive feels quite solidly put together – the bad news is that, like a lot of wheels, there's a huge dead spot in the central position. There's no point putting on loads of bells and whistles if you can't get the most basic functions right. Playing

Mario Kart, we could happily waggle the wheel left and right for quite a way without any effect on our kart. Sharp turns mean a lot of sawing the wheel from side to side, so kiss precision driving goodnight.

Despite a decent button layout and some funky *Knight Rider*-style LEDs, the Top Drive Roadster doesn't offer any features that make it stand out from the crowd.

64 MAGAZINE rating:



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1	–	Super Smash Brothers	Nintendo	87%
2	–	Jet Force Gemini	Nintendo	91%
3	1	Rayman 2	Ubi Soft	94%
4	–	Michael Owen's WLS 2000	THQ	91%
5	3	Lego Racers	Lego	76%
6	–	Star Wars Racer	Nintendo	82%
7	4	Rugrats Treasure Hunt	THQ	44%
8	10	Goldeneye	Nintendo	95%
9	–	Worms Armageddon	Infogrames	94%
10	–	Zelda: Ocarina Of Time	Nintendo	96%

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When I'm 64

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Ideas Drought

Dear 64 MAGAZINE,

I am writing to ask what you think is going to happen to the games industry in the near future. At the moment, the N64 and the PlayStation are getting on fine, apart from the fact that there are no new ideas for games. They're all the same. So why bring out new consoles? Is this just to attract new customers and make them spend hundreds of pounds on new consoles, or is it because they have new gaming ideas? Eventually, if no more ideas develop, the gaming industry will drop enormously, which will cause deep despair to those who like videogames.

There's a simple solution if these companies want to earn more money. All they need to do is come up with some original games! We've got enough platformers, fighters and shoot-'em-ups, so think of something new, will you? It's not new consoles we need, we want new games!

Koral Jackson, London

It's easier said than done to come up with brand-new game ideas – not even Nintendo is exactly knocking them out on a weekly basis! The way the market is going, it seems that we're going to be getting more and more variations on existing themes rather than completely new concepts – just look how many sequels and updates are lined up for PlayStation 2. On the other hand, it's said that there are only seven basic kinds of story – maybe the same is true of videogames.

Rare's 'Baby Games' Suck – 'Official'

Dear 64 MAGAZINE,

When I got an N64 I got *Goldeneye* and *Shadows Of The Empire* free with the console. I loved *Goldeneye* and completed it in about two weeks. I didn't like *Shadows Of The Empire* as much, but I still played it.

A few weeks later, a friend wanted to swap my *Shadows Of The Empire* for *Banjo-Kazooie* for a few weeks. This was an offer I couldn't refuse.

I got a shocking surprise because I found that I liked watching paint dry more than playing that load of trash, *Banjo-Kazooie*! In about five days I found myself in front of my friend begging for my game back!

On my birthday I got *Zelda* and *Beetle Adventure Racing*. I didn't like *Zelda* as much as I thought I would. I swapped *Zelda* for *Super Mario 64* and I found I hated that too!

Nintendo and Rare made *Banjo-Kazooie* and *Super Mario*, and just because *Goldeneye* was a success everyone failed to notice that they were nowhere near as good as *Goldeneye*. But you put them in the 90% rank! I think Rare should stick to shoot-'em-ups, not baby games.

Alex Clarke, Manchester

You begged to play *Shadows Of The Empire*? You are indeed a sick, sick man.

The Adventure Doesn't Continue

Dear 64 MAGAZINE,

Though I am very happy that so many N64 games are coming out over Christmas, I would like to express my concern over the lack of adventure games on our fab console. With the exception of *Zelda*, there are no really good adventures. We have enough shoot-'em-ups like *Goldeneye* and *Quake II*. The same goes for platforms, fighting, racing sports and strategy. For adventure games, we have *Zelda*, and soon the sequel. However, we are in need of some more games of similar class but with different storylines. Once these games are developed, the N64 will boast a fantastic range of games.

V Mehta, Edgbaston



Not sure we have enough fighting games, or decent ones at least – the N64 could have handled *Street Fighter EX* in its sleep. Still, if you want an adventure, *Resident Evil 2* should keep you busy for a while.



good as it can possibly be." If there are any flaws in *Perfect Dark* when it is released, I am going to be banging my head repeatedly against a brick wall!

Adam Piplica, Leeds

Many companies release games before they should because they're accountable to shareholders. If it's a choice between releasing a game before it's ready or failing to meet a quarterly sales target, and thereby lowering the value of the shares, many companies unfortunately put shareholders' wallets ahead of customer satisfaction. Since the typical bloated, balding shareholder couldn't tell a good game from a sherry trifle, you end up with travesties like *Carmageddon 64*, but they don't care as long as they get their dividends.

And we wish *Perfect Dark* had come out on time too. Still, only four more months to go...

PRIZE WINNER

Fat Cats

Dear 64 MAGAZINE,

I am concerned about the number of games that are released which are let down by camera problems and gameplay glitches. Small things like that can turn a great game into an average one.

The main offenders, I think, are *Monster Truck Madness*, *40 Winks* and *Hybrid Heaven*. If only these minor flaws had been corrected before the games were released! Why are developers in such a rush to get the games produced when they are not 100% ready? If a little more time was spent on checking for errors, then they would appeal even more. I think that was the secret to *Goldeneye* and *Zelda*'s success.

That said, I wish *Perfect Dark* had come out on time! In issue 32, you mentioned that "Rare has stated that the delay is to make sure the game is absolutely as

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Interview

Zed Two's Steve Pickford answered our impudent questions about life, the universe, and toothy antipodean cartoon characters!

64 When was Zed Two set up?

Zed Two was formed in the summer of 1996.

64 What was the first game that Zed Two actually released on the unsuspecting public?

Our first title was *Wetrix* for N64 and PC. The game got fantastic reviews and won awards. I guess it is probably considered more of a cult classic than a commercial hit.

64 What N64 games do the Zed Two team play when they go home at night?

I'm about to start *Jet Force Gemini*, which I'm looking forward to, but some of the other lads in the office aren't too keen on it. We all went mad for *Zelda* last year, but there hasn't been anything really exciting on the N64 since then to get us going. John quite likes *Mario Party*, and Warren likes *Mario Golf*. Amir is a big fan of *1080°*, which we all played a fair bit when it came out.

64 Why do you like Taz so much?

This character is very well adapted for video games. He's active and exciting.

64 There are a lot of platform puzzlers out there - what makes *Taz Express* different?

We've taken a slightly different approach to most similar games. *Taz* is not another *Mario* clone. There is a lot of variety in the gameplay styles and the look of each level.

64 What can players expect from the puzzles in the game?

The game relies very little on baddies, most of the puzzles involve interaction with the landscape. Also, as Taz is virtually indestructible, it's usually easy to get him

Continued ...

ACME Dev

An armadillo in business with a Tasmanian devil and a duck? It's true!



The extremely nice people at Infogrames invited us down to take a look at two new games, and nothing could prepare us for what we saw. Upon arriving, a man was being carried out of the building giggling insanely, carrots tucked into the sleeves on his straitjacket. Something was definitely amiss.

Venturing inside, a group of people were found huddled around an ACME TV, watching re-runs of old Warner Brothers cartoons. Glazed looks and eerie fixed smiles confirmed our worst fears - the company famous for their armadillo logo had jumped into bed with the *Looney Tunes* gang. Don't worry, the doctor told us that after extensive psychiatric help they'd all be back to normal. Let's face it though, who wouldn't want to work on a game where watching cartoons all day could be considered research?

Taz Express

The first cartoon character to be given the computer game treatment is Taz, the Tasmanian devil. Regular readers of 64 MAGAZINE will know that *Taz Express* has

Developments



▲ Taz shows off his famous but deadly spinning attack to one of Marvin the Martian's samurai sword-wielding henchmen.

been in the pipeline now for quite some time. Now we've finally played it, and it is a delight. The story goes like this: Taz has been told by Mrs Taz to take a job delivering a parcel and it's your job to get it to its destination safely. On your way you'll travel through five worlds, from the Tasmanian bushland all the way to Mars and back.

Mars? Well, where else would you find Marvin the Martian? That's right; as well as Taz, you get to meet up with loads of other Warner characters who act as bosses, giving you a variety of challenges across the 30 themed levels. One of the most fun things about this game is the differences in styles of play – this can often spell disaster for a game, but here it works really well. As well as the usual puzzle-solving levels, you get bonus stages such as the fast side-on scrolling Wil E Coyote race.

All of the levels look gorgeous with crisp colourful graphics and virtually no fogging, thanks to the high camera angle. Developer Zed Two created its own dynamic 3-D engine for this game and the beautifully textured scenery looks all the better for it. On most games the textures are stretched to fit the model they are pasted onto, but

here the textures are all the right size, which gives a nice high resolution effect without the need for the Expansion Pak. Another great thing about this game is that it has built in memory, so saved games won't be lost on a failing Controller Pak!

Big Hairy Beast

The sound effects in the game are spot on, which probably comes from an unhealthy amount of cartoon consumption. Taz is obviously vocally challenged, but there is no doubt that the thing you're controlling is the big hairy beast himself. Some speech has also been specially recorded for this title for the other characters. It is really easy to believe that you're taking part in a cartoon experience.

This being a cartoon, Taz can't physically die, so your lives in the game are represented by the box that you carry. Damage it too much or lose it and that will be the end



▲ The final boss of *Taz Express* is this huge kiwi, which makes every effort it can to destroy Taz's prized crate.



▲ Taz jumps up onto the ledge and pretends he's a statue to try and fool any guards that pass. It's a shame that he just can't keep still.



anywhere in each level, but the challenge is to safely get the crate across each level.

64 Is there anything in the game which is totally new?

Our dynamic landscape engine gives us a lot of flexibility in level design. I think our approach is a little different to other N64 games in that the game doesn't look blurry and faded. The gameplay is novel, if not quite unique.

64 How is the cartoon humour of the Taz world translated into the game?

It's difficult to translate cartoon humour into a game, and to a certain extent we have not really tried to do that. We've tried to make a game first and foremost, and most cartoon humour is script-based, which would get really boring if you had to watch it over and over again.

64 What was the most challenging thing to do in the game?

Squeezing it all into a 96Mbit cart and getting it done on time!

64 What was the most fun thing to do in the game? The best things in a game are always the bits

Continued ...

somebody else did, as you can always find fault in your own work. I was most excited when I heard the sound effects and music for the first time in the game, as I had nothing to do with their production at all.

64 Tell us something about the *Taz* game that no-one else knows yet.

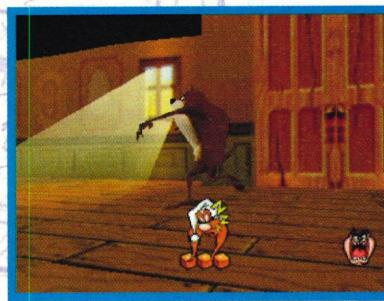
32 **64** **Taz** started development as a game called *Vampire Circus*. This was a four-player game set in similar landscapes to *Taz*, but with dynamic, flowing water like *Wetrix*, and equally impressive dynamic fire. Infogrames wanted us to make a *Taz* game with our engine instead, so we've kept the *Vampire Circus* concept on a back burner for future development.

64 Are you working on any other N64 or Dolphin projects?

We'd love to work more on the N64, but no publisher is willing to pay for N64 games these days. I think it's a little early for Dolphin yet, unless you have very close connections with Nintendo.

64 What do you see as the future of Nintendo then?

They've always produced the very best games. I think they will get things right with their next machines.



of a life. The box can be put down while you kill baddies or solve puzzles, but thankfully there are safe points to protect the precious cargo. Drop the crate onto one of these tiles and a metal force field will erect around it, thus preventing anyone from stealing or attacking it. This will give you the chance to go off and hit switches or whatever else needs to be done without having to worry about the crate.

On some levels you don't actually start out with the crate but have to find or rescue it. At the beginning of the Coyote chase level, for example, the crate is snatched from your hands and Wil E disappears off the screen. On another level in a city, you are enlarged by Marvin the Martian to the same height as the surrounding

skyscrapers! In true *Godzilla* style you have to make your way around the city, trampling cars and climbing buildings to get the crate back on route.

Bite Me

The main bulk of the game, however, is spent in 3-D platform arenas trying to take the crate off the level in one piece. Of course, there wouldn't be any point to the game if you didn't find out what was in the crate, and at the end of the game you get one of three things. Depending on which door you choose at the end of the first level you get either skates, a jetpack or some flippers. This is where the game opens up on replay value, because these can be used to explore new sections.

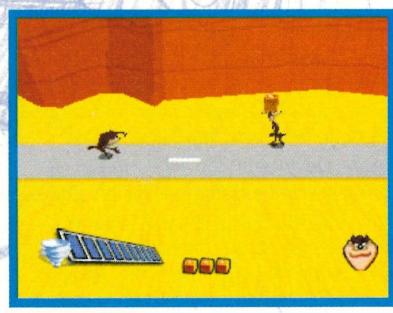
With Taz's acclaimed spin attack you can also open up yet more secret areas by smashing through walls and scenery. Virtually everything is destroyable and with the quick activation of the spin

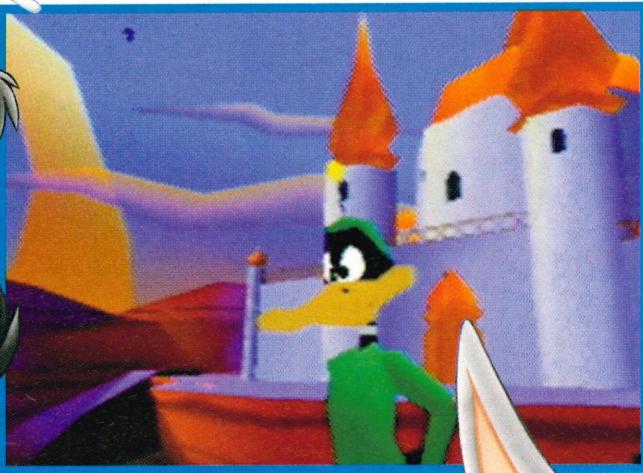
move you can plough through scenery like one of Stephen King's Langoliers. This being a *Taz* game, you can also feast on most of the objects in the game by throwing them into the bottomless pit that is Taz's stomach!

Duck Dodgers

The other Warner Bros game Infogrames had on show is based on the 1953 Chuck Jones Daffy creation, *Duck Dodgers*. Developed by Paradigm, the story this time focuses on Marvin the Martian's plan to destroy Earth. He's sent out his minions to collect up all the atoms needed to fuel a new gun and it's up to you to stop them, collect all the atoms and defeat Marvin.

There are five planets in total to play across, each of which is split into a series of rooms; because of this room structure you're pretty much guaranteed a fog-free environment. Like Taz, this has very cartoony graphics and in places





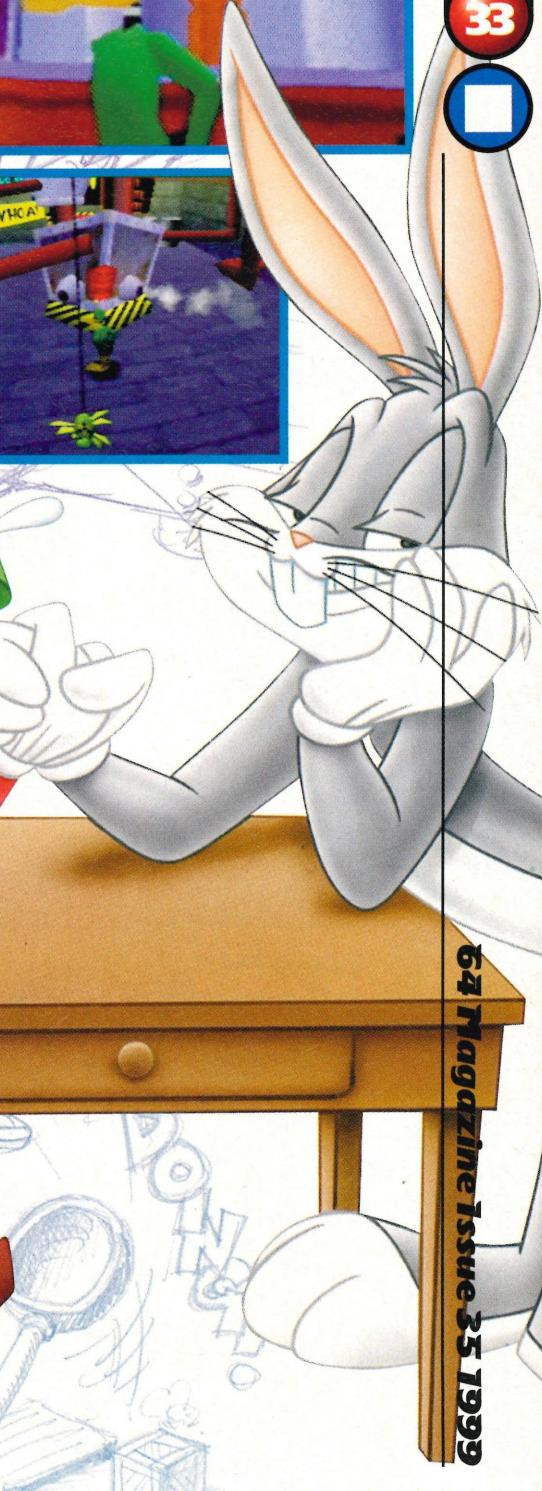
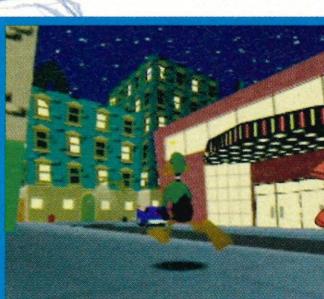
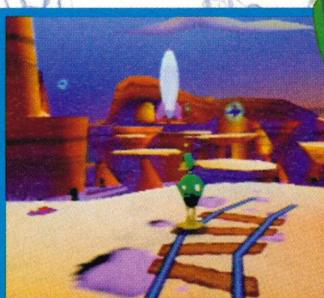
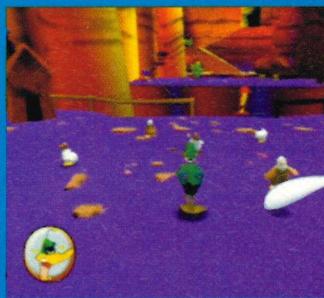
is very detailed, not just with the graphics but with what you can do. On a city level, for example, you can play fetch with a dog in the street, destroy fire hydrants and knock pictures off the wall. Shoot an egg person and they'll literally fry on the floor!

The Martians Are Coming

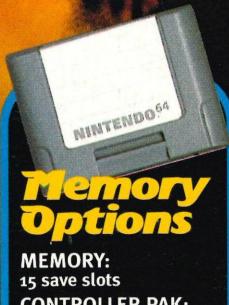
This game is primarily played from a third-person viewpoint, but if you want you will be able to play through the game in first-person mode with your raygun out in front of you. Alas, this is not included yet for multiplayer, but there is more than enough to keep one player happy. As well as all the usual levels you get loads of sub games. Ever wanted to play basketball or boxing with Daffy? Well, now you can! One of the levels also turns you into a variety of creatures, including a chicken, each with their own moves.

Duck Dodgers himself doesn't exactly have an extensive range of original moves, but one good feature about this game is the tiptoe. Like the rest of the game this is well animated, but it is the game's reactive music which makes it truly comical. Start tiptoeing and the music will change to the stereotypical cartoon creeping piano!

Duck Dodgers is due out in June and you can sharpen your teeth ready for *Taz Express* next March. ■



Resident

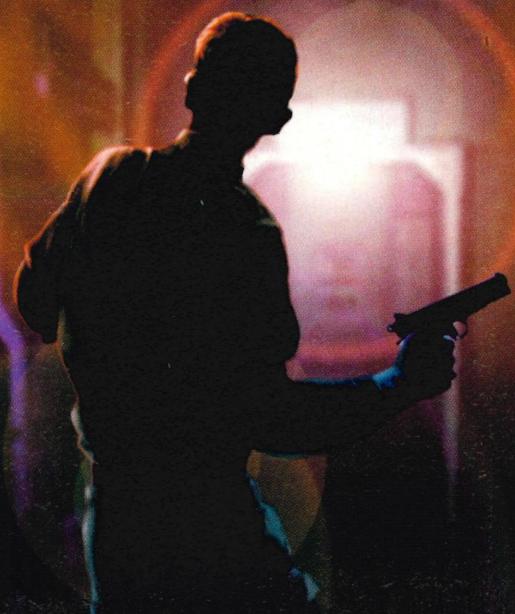


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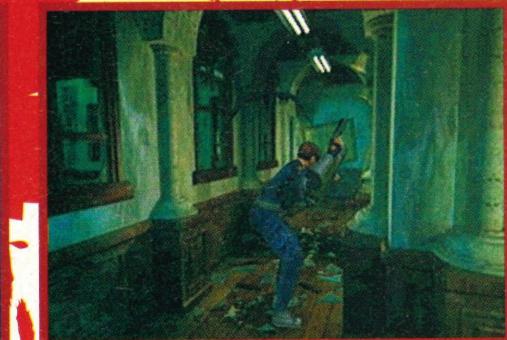
MEMORY:
15 save slots
CONTROLLER PAK:
N/A

564,000 Question

- ⊕ Gallons of gore
- ⊕ The scariest Nintendo game ever
- ⊕ All FMV and cut-scenes on the cart
- ⊕ Randomiser function
- ⊕ Hi-res mode
- ⊕ Analogue control option
- ⊕ Variable violence levels
- ⊕ Storyline keeps you interested
- ⊖ Annoying door animations still there
- ⊖ Rendered backdrops a bit blurry
- ⊖ Tinny speech
- ⊖ Dreadful acting!



64
MAGAZINE
SIZZLER



nt



REVIEW

The horror, the horror!

Moaning zombies! Exploding heads! Murderous genetic mutations! Bad acting! It can only be Capcom's *Resident Evil 2*, and now, more than 18 months after it spewed blood over PlayStation owners, it makes the jump to the tombstone-like slab of an N64 cartridge.

Since N64 owners have been denied a chance to witness the events of the first *Resident Evil* game, *Resident Evil 2* has some extra files lying around the place that help fill in the history. The overall villain of the whole series is the corrupt Umbrella corporation (don't you love it when the Japanese just apply English words at random?), which has been experimenting rather sloppily with viruses that can alter the genetic make-up of living beings. The unfortunate side-effect of this is that almost every human that comes into contact with the virus turns into a flesh-eating zombie!

The first game focused on a pair of cops, Chris Redfield and Jill Valentine, who uncovered Umbrella's plot and had

to battle their way to safety through an army of zombies. Now, the heroes are Leon Kennedy and Claire Redfield, a rookie cop having a miserable first day on the force and the sister of Chris paying him an unexpected visit respectively. It's up to them to escape from the zombie-filled environs of Racoon City (more great Japlish) and do what they can to stop the Umbrella conspiracy from opening wider.

Flesh Eaters

For a long time, naysayers insisted that it would be impossible to transfer *Resident Evil 2* to the N64, simply because of the size of the game – the PlayStation version came on two CDs, or a hulking 10400Mbits in Nintendo terms – that's the equivalent of over 160 carts the size of *Super Mario 64*! Yet the game is all here. Developer Angel Studios has taken a pint pot and managed to squeeze a supertanker into it.

Impressively, the game contains all of the PlayStation's FMV cut-scenes – and

that's quite a lot. Even with a massive 512Mbit cart to play with (that's a whopping 64Mb, or the memory of a typical modern PC) the footage has had to be massively compressed, which often results in graininess and major pixelisation, but it's still clear enough to show you all the gory, nasty details.

Resident Evil 2 is played out with polygon characters superimposed over pre-rendered backdrops. If you have an Expansion Pak, all the characters are in



Riding Shotgun

The shotgun, which is only available in Leon's missions, may not be the most powerful weapon in the game – but it's certainly the most satisfying! Pump the slide, let a zombie get real close... then squeeze the trigger and watch and laugh as its festering head explodes!



Welcome To Raccoon City

Amazingly, the N64 game features all the video sequences from the PlayStation, crammed onto a single cart! This is the lengthy intro, which sees our heroes meeting in the zombie-infested town before they get split up by a zombie trucker (no kidding) and have to take on the undead hordes alone...



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Set In Stone

In amongst all the zombie blasting, *Resident Evil 2* also has a number of puzzles that must be solved in order to proceed. This is one of the early, easier ones inside the police station: to release the red gem in the statue's hand, you have to figure out a way to get both of the smaller statues to face the central one. All well and good, though it does raise a couple of questions – why can't you just prise the gem free with the knife you start the game with, and what kind of weird-ass police station is this anyway?



hi-res, but the backgrounds stay the same whatever mode you're in. As far as we could tell, the N64 version of *Resident Evil 2* is an exact translation of the PlayStation game, with a couple of extra features added to keep people on their toes. The compression used to fit all of the backgrounds into the cart does give an odd *Scooby Doo* kind of look to things – all the polygonal characters and objects stand out a mile from the slightly blurry pre-rendered scenery. On the plus side, it makes spotting objects easier.

Dawn Of The Dead

The biggest change in gameplay – and a most welcome one – is the addition of a proper analogue control system to the game.

Although you can play with the

PlayStation's d-pad move-rotate-move system if you want, the 'first person' (actually nothing of the sort) method is a lot better. It does take a little practice to get used to it, because the system that the programmers have used to deal with changes in camera angles as you move about a room isn't always 100 percent effective, but it's massively superior to the digital control once you get the hang of it. Dodging crowds of zombies is no longer the nightmare it was – now you just point the stick in the direction you want to run, and leg it!

There are initially two ways to play the game. At the start, you get to choose between controlling Leon or Claire. Leon's mission is slightly harder, because Claire is able to carry more items, and also has a lockpick that she can use to get extra first aid sprays out of locked cupboards. Their missions are also slightly different, the two meeting different people along the way.

Capcom calls the *Resident Evil* games 'survival horror', which in practice means they're adventure games with a lot of fighting and the occasional shock moment. If you're not expecting the latter, they really do make you jump – we can vouch for that! Helping the atmosphere enormously are the sound effects and music, which create an uneasy feeling that *something horrible is about to happen*. It's a technique that's been utilised in films for decades when directors want to get the audience shivering with anticipation for the next

fright, and it works just as effectively on a videogame.

Bite Me

The adventure part of the game comes from the numerous puzzles that have to be cracked to open up new areas.

If there's one area where *Resident Evil 2* suffers, it's here – in a game where such effort has been put into making everything feel realistic and creating a suitably unnerving atmosphere, the realisation that the puzzles are as contrived and illogical as anything you'd find back in the days of text adventures on the ZX Spectrum is a bit disappointing.

Having to find

hidden jewels and

medals to unlock

doors almost feels out of place. One moment you're

blasting zombies in the

face with a shotgun, the



Dead Heat

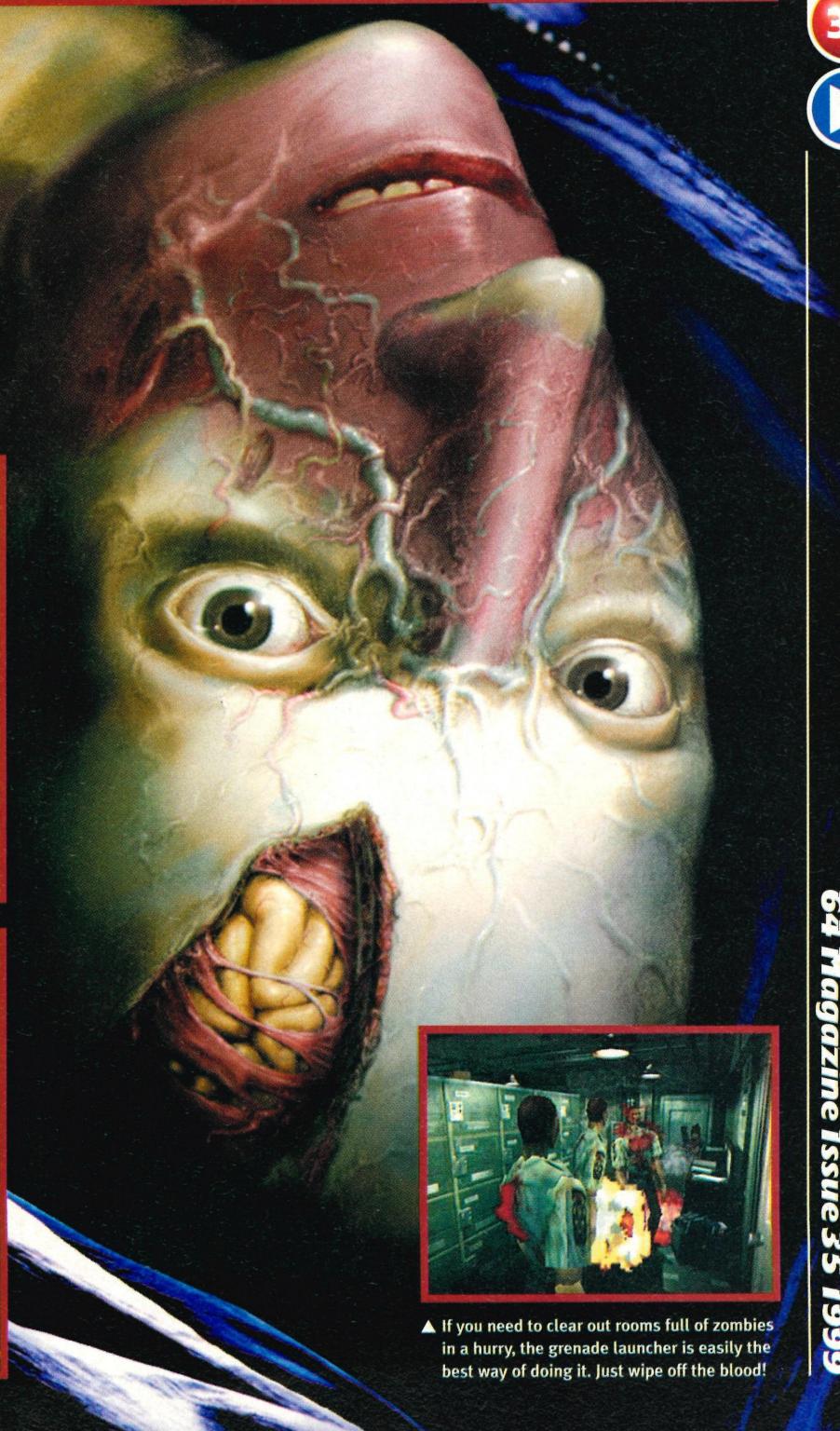
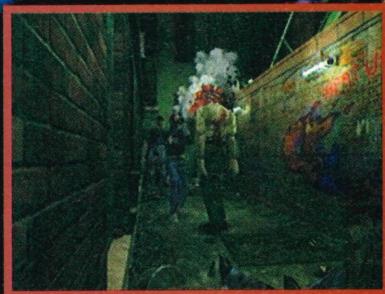
Occasionally you encounter survivors of the genetic holocaust unleashed on the town, but more often than not they're in poor shape. Early in the game, you find this wounded cop – when you find him again later on, the virus overcomes him and he turns into a zombie right before your eyes! There's only one thing you can do for him now – shoot him in the brain!



▲ One of the best 'Yaaah!' shock moments is quite early on... but we're not going to tell you exactly where or when it happens.



▼ Exploding heads. Every game should have one – just imagine the fun of *Smash Brothers* if Mario had a shotgun!



▲ If you need to clear out rooms full of zombies in a hurry, the grenade launcher is easily the best way of doing it. Just wipe off the blood!

Slipping The Tongue

The mutated monstrosities around Racoon City aren't limited to zombies. As you explore the police station, you get a momentary glimpse of something scuttling past a window. A couple of rooms later, you see it in all its skinless glory, and instantly wish that you hadn't – it's the deadly Licker!

38



next you're poncing about pushing statues onto pressure pads.

Fortunately, the game as a whole is strong enough to overcome this annoyance, and also the terrible acting in the plentiful cut-scenes. Even so, one missed opportunity with this cartridge-based incarnation of the game was the chance to fix the long pauses in conversations as the PlayStation loaded in each piece of speech from CD. It might have meant having to re-time the animation in the cut-scenes, but it would have avoided the inadvertently comic Pinteresque pauses when characters talk. "Take this!" [Pause] "But..." [Pause] "Go now!" [Very long pause until your character twigs that the object being thrust into their face is actually a gun and not, say, a piece of cheese]

Crimson Tide

Gore and horror are what the *Resident Evil* games built their reputations on, and N64 *Resident Evil 2* lives up to the family motto of 'Goreus Maximus Splattus'. If you're a wuss, you can lower the level of violence (within limits – firing a crossbow into somebody's stomach is hardly a caring act, even if

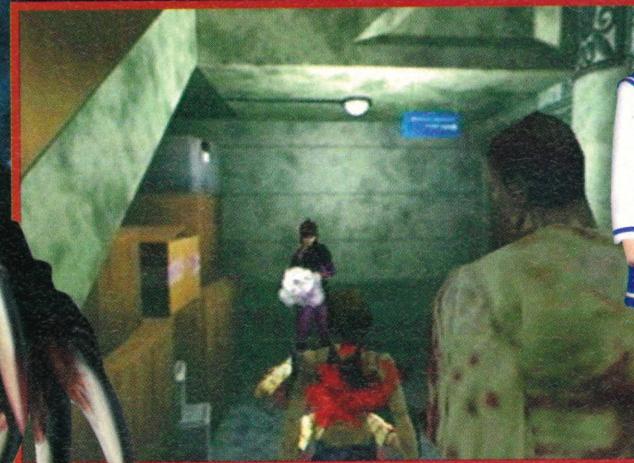
the victim is already dead) and change the colour of the blood to green, or even blue for that aristocratic feel. Hey, they've got to do something now the House of Lords has been dumped. However, any normal person will instantly whack the violence level to full and the blood to the reddest of all reds so they can play the game as its makers truly intended.

Zombies are everywhere, but luckily they're neither smart nor quick on their feet. They can take up to eight pistol shots to put down for good, though, so it's often to your advantage simply to dodge them and save ammo. Unfortunately, there are plenty of other enemies, and they're not as easy to get away from! The giant spiders lurking in the sewers are probably the most unpleasant monsters on the N64, and they're by no means the most deadly creatures you'll encounter.

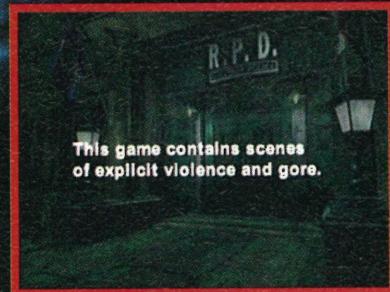
This is a game that offers a lot of challenge. Even if you know exactly where everything is and can take out each monster with the minimum number of shots, completing the game will still take you over two hours. First-time players can expect to multiply that



▲ The more powerful the weapon you use, the messier the zombie destruction gets. The maid will not be pleased when she sees this mess!



▲ Umbrella is an equal opportunities polluter – zombies come in male and female varieties, all hungry for your flesh!



This game contains scenes of explicit violence and gore.



▲ Yes! Those nine little words are what Nintendo gamers have been waiting for. They're your guarantee of quality!

▼ As you take damage from the undead, your character moves more slowly until they end up limping around at death's door.



▲ Games are saved using the typewriters dotted around the place. To get the best score, you need to use as few saves as possible.



Sherry Baby

If you're playing as Claire, at several points in the game you'll catch sight of a little girl, Sherry Birkin. Once you finally catch her, you'll find that she plays an important part in the game, and at certain points you even control her instead of Claire. Her parents play an important role in Umbrella's plot – that is, if you survive long enough to meet them...





Dress 'Em Up

Both Leon and Claire have alternate outfits hidden away as secret bonuses. Leon can choose from two, both of which change his aiming stance, but don't make any difference to the gameplay. Claire only gets one choice of

clothing, but she does get a new weapon – the Colt S.A.A., which might look old-fashioned but actually fires a lot faster than the automatic she starts the game with. As for how you find these items... well, the pictures we've put here should give you a clue, but you'll need to get the next issue for the solution!

estimate by at least five, and can also expect to have their character torn to pieces and eaten at regular intervals. Completing the game isn't enough, though – to get the 'good' ending you have to have already beaten the game with both characters, and

then play through it again – this time with the vital objects you need scattered throughout random locations!

We didn't have time to find out if the two secret characters (Hunk and Tofu) are in the game, but since everything else made it across from the PlayStation we're

put their minds to it. Fitting a two-CD game onto a single cart is an incredible achievement, and N64 *Resident Evil 2* plays exactly the same as the PlayStation game – it even has a few extras. It's also a very welcome move away from the legions of character-led platform games that have recently been infesting the console, giving gamers the chance to play something a bit different. Given the choice of fighting cartoon crocodiles by bombarding them with fruit, or blowing the living dead clean in half with a 12-bore and having their rotting torso keep crawling after you, there are plenty of people who would much rather do the latter.

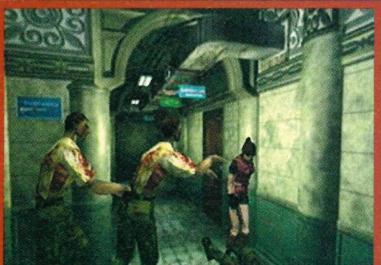
Sure, there are some people who'll complain that the backgrounds aren't as sharp as they should be, or that the speech is rather tinny, but since it's a choice between either compressed audio and video or no game at all, that's a pointless argument.

What you get with *Resident Evil 2* is not only the best version to date of a fantastic game, but a new N64 title with enormous longevity, vast challenge and enough brain-exploding gore to choke Jason Vorhees. So it's a PlayStation port, and a fairly old one at that. So what? It's also an absolute must-have game. If you're old enough to buy it, buy it. If you're not, get someone else to buy it for you and 'assure' them you'll play it with the gore turned off. What better way could there be to start a new century than with gored and blood-soaked ultra-violence? ■

pretty certain
that they are.
That's a future
Scorezone challenge
sorted out, then!

Bloody Marvellous

Resident Evil 2 is not just a great game, but also proof that the N64 can do the supposedly impossible when developers



64 Bottom Line Controls

41



Alternatives

Zelda: Nintendo
Reviewed: Issue 21, 96%
Quake II: Activision
Reviewed: Issue 30, 93%

Rating
Graphics

Audio



Gameplay



Challenge



Overall

94

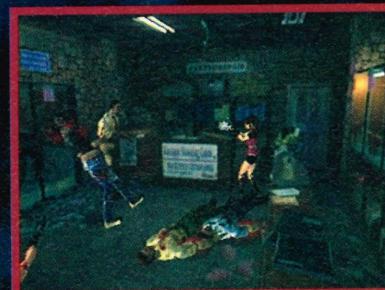
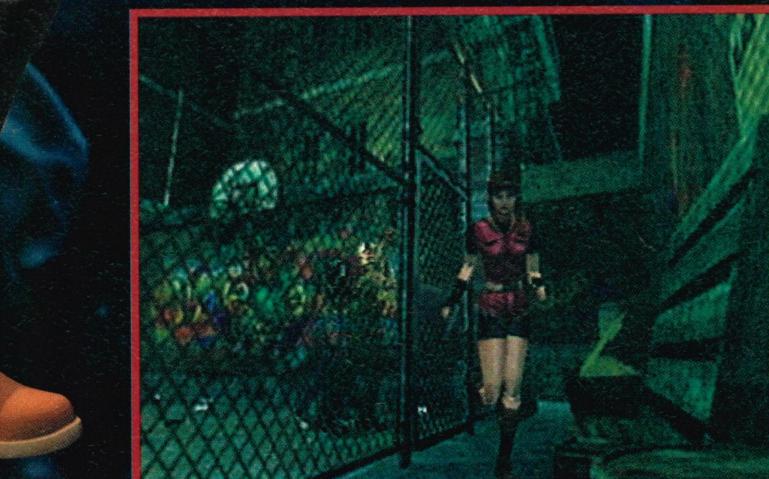
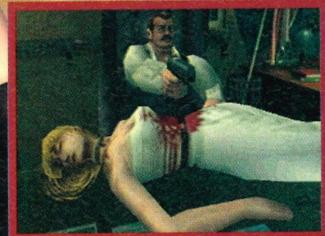
Soundbite

The horror extravaganza you've been waiting for for years!



Any Old Irons

Lurking deep within the police station is police chief Irons, and even before he starts speaking you should be able to work out that he's madder than a fish! There's a dead girl on his desk, his office is full of stuffed animals, and when you find his diary it reads like a chapter from *American Psycho*. He probably keeps the corpse of his mother in his fruit cellar and walks around wearing her clothes too. Don't worry, the fat freak will eventually get what he deserves...



▲ This is one of the few Nintendo games where you can go completely nutzo with automatic weapons. Die, you zombie scum!



2nd opinion

A heart-stopping, blood-drenched beauty! It'll make you cringe, cower and have many a sleepless night (because you'll still be playing it at four in the morning). The visuals are astounding and the screeching sound is truly terrifying. Absolutely first class! **MARK HATTERSLEY**

Rating

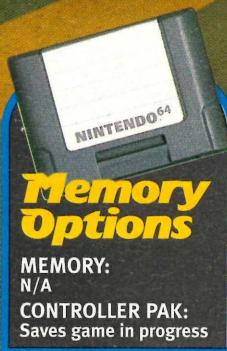


jazine Issue

carmageddon

Ninfo	
PLAYERS	
EXPANSION PAK	
RUMBLE PAK	
Publisher	Virgin
Developer:	SCI
Game Type:	Racer
Origin:	UK
Release:	Out now
Price:	£39.99

A new challenger for the title of 'worst game ever!'



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game in progress



▲ This is the kind of gore that got Carmageddon 64 an 18 rating in France. It should have been banned here too, but for different reasons!



▲ The final hidden car in the game is this police cruiser driven by Ice Tea. It's fast, tough and has good handling (comparatively speaking).



▲ Smashing into the other drivers nets you both money and extra time. High speed, head-on collisions are especially rewarding.

Idon 64



Any time when a software company is more than happy to provide you with preview versions of a game that looks like it still needs a fair bit of work, but then becomes mysteriously uncontactable when you're trying to get hold of finished review code, you instinctively become a bit suspicious. When you go into a shop and unexpectedly discover said game is already on sale before you've got hold of a review copy, alarm bells go off. Warning! Crap game alert! How many suckers will have parted with their money before the reviews come out?

Lameageddon

If you've seen (or heard of) the movie *Death Race 2000*, you'll know what *Carmageddon* is all about. Or rather, what it's *meant* to be all about, ie driving around and killing pedestrians and other drivers for points. Nintendo, naturally, wasn't keen to have anything too controversial on its console, so the pedestrians that should be there have been replaced by zombies. Poorly-drawn zombies, at that. There's a thin zombie, a ludicrously fat zombie, and, er, that's it. They do at least have red blood, but it hardly splatters. It looks more like

somebody's having a display of poppies for the British Legion.

Unlike other versions of the game, the zombies in *Carmageddon 64* don't burst apart or lose limbs on impact. Instead, they slowly break up into their component polygons (from the look of it, each zombie is made up from about six polys, so detail-wise they're on a par with Mario's nose) which drift away like triangular butterflies. You won't be going "Wow, did you see that?" when you run over a zombie. Well, you might, but you'll be following it with the line "That was so *crap*!"

Suckageddon

Yes, the sad truth is that *Carmageddon 64* is one of the lamest games since *Clayfighter*. What's the worst thing about it? Could it be the unimaginative, fuzzy and jerky graphics? The slit-your-wrists-annoying techno music? No, because these, while admittedly poor, are just cosmetic. What plunges *Carmageddon* to new depths of awfulness is the simple fact that it is impossible to play!

Applying the word 'control' to your vehicle's handling is so far from the truth that it almost seems worth

364,000 Question

- ⊕ Gives off interesting fumes when burnt
- ⊖ Totally unplayable
- ⊖ Abysmal controls
- ⊖ Laughable graphics
- ⊖ Very jerky
- ⊖ Useless camera
- ⊖ Ghastly music
- ⊖ Cynical cash-in on the *Carmageddon* name

One of the worst games ever seen on the N64!

Mirror, Signal, Murder

Although you can play *Carmageddon* as a race, it's hard to finish because passing through checkpoints doesn't actually give you any extra time! You have to use other methods to beat the clock and get cash.



Smash other cars to pieces!



Perform stunts in mid-air for money!



Grind zombies into chunky salsa!



43



Corpse At C&A

Although the shapes of the zombies don't change from level to level - you're stuck with the basic skinny and fat models - they do at least get new togs to suit their environment. So, what are this season's fashionable undead wearing?



These lifeless rotters are modelling a quite fetching line of post-mortem beachwear.



Just because they're stiffs doesn't mean they can't join a cult!



Even the living dead need to wrap up warm against the cold.



Only two people can take part in multiplayer games, but everyone else isn't missing much - it's not much fun.



Bonus points can be scored by taking out zombies at high speed or by ploughing them into solid walls.

shopping the writer of the manual to the Trades Descriptions Act people. Maybe *Carmageddon* is set on Mars or Pluto, because the cars don't behave like anything that's ever rolled across the Earth. Hit a bump and you spin lazily through the air in a way that makes *San Francisco Rush* feel no more exaggerated than a drive around the Asda car park in your auntie's Metro. Bumping into barriers at 2mph can hurl you into a slow-motion multiple backflip, and even when you think you're stationary you'll often find your car wafting sideways for no reason whatsoever. Every surface in the game must have been secretly coated with a layer of bottle ice, motor oil and eel slime. One time, even just tapping the bumper of a stationary opponent blasted our car halfway across the map like a cannonball!

The appalling physics make the game unplayable. All the vehicles in the game behave more like hovercraft than cars - even the simplest turn produces a massive sideways drift, and you can forget about attempting any kind of precise driving to wipe out zombies or nip between closely-spaced obstacles. It takes ages to build up any speed, but the slightest tap on the brake not only



brings you to a stop in three feet flat, but actually sends you into reverse, taking you even longer to get going again. Five minutes of play

will wind you up with frustration and five more will see you striking out at nearby family members.

Just to rub in how bad the game is, it can only scrape up a two-player mode. Compare that to *Vigilante 8*, which can support four players in hi-res! On the plus side, it means that you'll only lose one friend at once if you force someone to play it with you.

Crapageddon

Carmageddon is the worst game to date on the N64, and considering the disturbing number of pieces of cartridge-based crap that have splattered onto our desks over the years, that's quite something. It's slurping around at the very bottom of the barrel with *Clayfighter* and *Superman* - the depressing thing is that such a turd of a game could possibly have been produced three years into the machine's life. This really is one of the most pathetic, badly-bungled and unplayable ports of all time.

Unfortunately, because the game was sneaked onto the shelves without any review copies having been sent out, it's highly likely that a lot of people will have bought *Carmageddon* based solely on its name and the reputation of the PC original. By now, these people will already have realised to their horror that N64 *Carmageddon* is only related to the PC game in an inbred mutant kind of way. On the plus side, a lot of game shops these days are willing to trade in unwanted games. Should you be masochistic enough to want to give it a try, there will be no shortage of second-hand copies of *Carmageddon 64* knocking around. ■

The appalling physics make the game unplayable...

2nd opinion

Yes, I admit it - I've played *Carmageddon*. I'm not proud of my actions, but it's one of those things that a games reviewer has to do. I tried to like it, I really did, but... well, just put together the words 'turgid', 'pile' and 'arse' together and you get the idea. **MARTIN MATHERS**

Rating



64 Bottom Line Controls



Alternatives

Vigilante 8: Activision
Reviewed: Issue 25, 85%

Cruis'n USA: Nintendo
Reviewed: Issue 10, 22%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

Carmageddon on the PC was a decent game - this is the absolute opposite!

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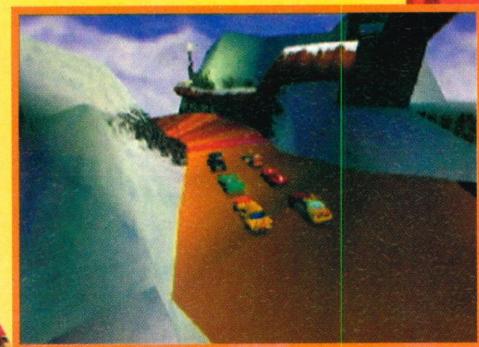
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Hot Wheels:

Ever wanted to 1080° a car?



Any of you out there with a respectable childhood will have no doubt at some time come across the brightly coloured Mattel Hot Wheels toys. It was great fun to spend hours with your mates organising meticulously well planned crashes on twisting chicanes of track. This game is for everyone who couldn't afford enough of the plastic track sections to make a complete circuit.

Unfortunately, EA has managed to recreate the plastic experience all too well in this game, and you can't help but feel that this was a great opportunity missed. Within minutes of playing this *Hot Wheels* you'll realise the game doesn't require much in the way of skill. This is all because, like the Mattel toys, the track hedges you in on both sides, in most cases preventing you from turning. This would be all right if this slowed you down, but for the majority of the track you can simply hold down the accelerator with no need for turning. An occasional turbo here and there and a win is pretty much guaranteed.

Burning Rubber

Having said that, the final tournament in the game, the Twinmill Challenge, is

quite a tough cookie to crack, but ultimately not impossible. Within one day of playing this game all the cars and all the tracks were unlocked – hard this game is not! There are loads of vehicles on offer though, so if you don't tire of the repetitive gameplay there is some small potential for replay value. There is a grand total of 40 cars once they've all been opened up.

As you might expect from an officially licensed game like this all the cars on offer are actual Mattel Hot Wheels die-cast vehicles – and what great names they have. Someone at Mattel must have had a serious phallic obsession to christen two of the cars Purple Passion and Street Rodder! The cars themselves don't handle too badly, but on the confined tracks this doesn't really make any difference. Where it does matter is when you are flying through the air spinning through thousands of degrees, performing tricks a fighter pilot would have trouble stomaching.

Flipping Out

Tricks and turbos are what *Hot Wheels* is all about, which is a shame because this has to be one of the biggest mistakes in the game. If there's one thing a car

cannot do, it's tricks! Think about it – a car just cannot turn that many different ways, and it's not as if you can stick your arm out the window and do a nose grab! You're limited to flat spins, flips and barrel rolls, which all quickly become repetitive, but are unfortunately unavoidable. The reason is that to win turbos, you must do tricks.

To make matters even worse, you cannot link tricks together and the trick detection itself is atrociously bad. Picture the scene: you arrive at a ramp and manage to get enough air to tweak the nose of the car a bit before you land. Superb – you've been awarded a 'Stolen Air' and one turbo. Do the same trick again though, and it could be called anything from a 'Tribal Air' to a 'Spooky Air'. What this means is that you don't get the satisfaction that comes from a well-planned assault on the air – everything seems to be too random. The only tricks which are guaranteed to get the correct recognition are things such as front flips, but even these are occasionally ignored.

Loop The Loop

As well as the usual Single Race and Tournament modes you get the Airtime

Ninfo	
PLAYERS	1
EXPANSION PAK	Yes
RUMBLE PAK	Yes
Publisher	Electronic Arts
Developer	Electronic Arts
Game Type:	Racing
Origin:	UK
Release:	Out now
Price:	£44.99

	NINTENDO 64
Memory Options	
MEMORY:	N/A
CONTROLLER PAK:	Saves hidden tracks, new cars and times





47



Turbo Racing

If there's one thing a car cannot do, it's tricks!



▲ It may look like everything's about to go wrong, but that car is actually on its second successful back flip.

▲ There's nothing more embarrassing than being caught out by an old game classic – the rolling boulder routine.



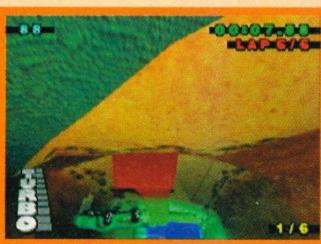
▲ Jealous of this impressive Tornado, one of the more bulky cars tries to bully our racer out of the running.



▲ Hope damage insurance covers the 50-foot drop – the insurance of the car below, that is. Better get onto Direct Line!

Fasten Your Seat Belt

Hot Wheels can be a very fast game, and what better way to exploit this than by opting for a good old fashioned in-car view. Hit the turbo button a few times, then point your vehicle towards a ramp and enjoy the show – aaaaargh!



48



▲ If anyone out there can manage to keep their car going along a vertical wall like this in real life, send a picture to...

Challenge, which is basically a variation on the standard Trick Attack. The idea is to go as mad as possible and pull off as many tricks and stunts as you can for points. It's great to switch to the first-person in-car view for this mode and just go for as many flips and twists as possible in the air, but keep a bucket to hand. Pull off four or more front flips to be awarded a 'Frontflip Fury'. Alas, getting high scores here doesn't do a thing in the game, but it's great for showing up your mates.

Whatever you do though, don't go out and buy this game simply for the

multiplayer experience because you will be severely disappointed. For some unexplainable reason EA has neglected to upgrade the two-player PlayStation version to four-player on the N64. Graphics have been improved slightly and the game runs at a fast enough rate, but surely it can't have been too difficult to make good use of the four controller ports. After all, it's not as if the game is too taxing!

A nice idea for a game that is seriously let down by simplistic and repetitive gameplay. If you're trying to recapture your youth, go out and find some of the real toys - they're collectable now, you know! ■

\$64,000 Question

- ⊕ Fast, mad racing
- ⊕ Loads of cars
- ⊖ Can get repetitive
- ⊖ Dodgy trick detection
- ⊖ Far too easy
- ⊖ Overly restrictive tracks

2nd opinion

Another day, another mediocre N64 racer. *Hot Wheels* is obviously aimed at younger players, but even they'll soon get bored of the skill-free tedium on offer here. It's one of those games you can almost play with your eyes shut! **ANDY McDERMOTT**

Rating



Mystery Box

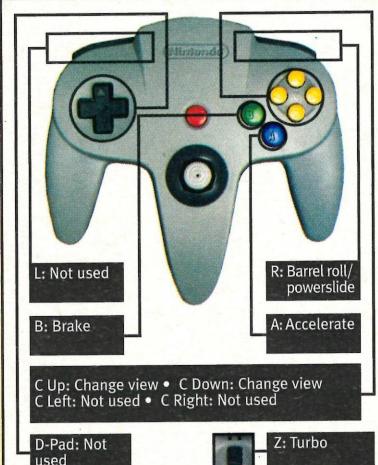
As well as all the extra cars you get from completing races, *Hot Wheels* has some hidden tokens which need to be collected to unlock certain vehicles. Ram every part of the scenery to find a hidden room, then finish the race to collect your prize. One of the first secret cars you get is an A-Team style van.



▲ One of the most difficult things in *Hot Wheels* is the upside-down jump at the top of a loop. Fasten your seatbelt!



64 Bottom Line Controls



Alternatives

Beetle Adventure Racing: EA

Reviewed: Issue 25, 83%

F-Zero X: Nintendo

Reviewed: Issue 17, 90%

Rating Graphics



Audio



Gameplay



Challenge



Overall



65%

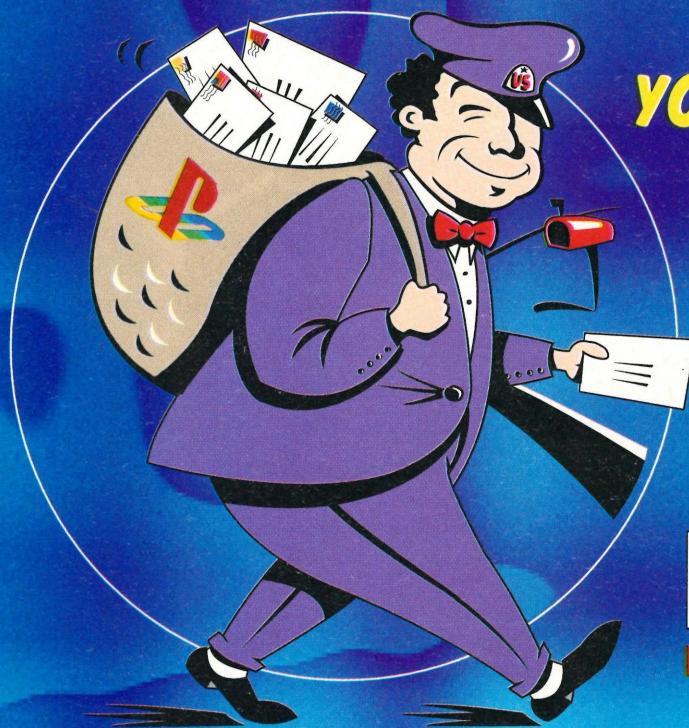
Soundbite

A good idea, severely flawed!

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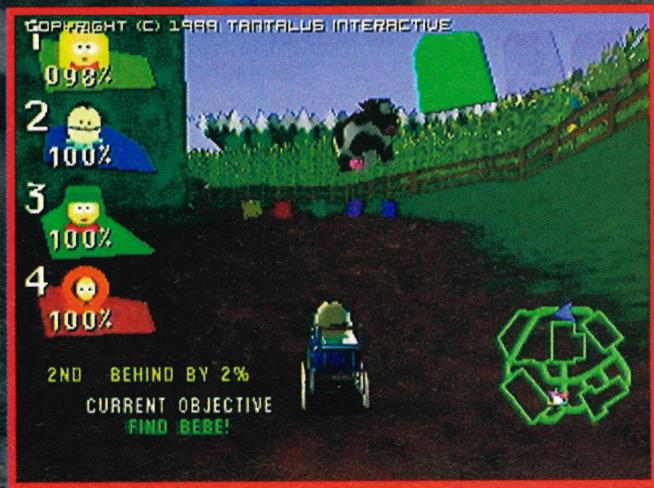
South Pole



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game progress
and hidden characters



South Park Rally

Oh my god, they've killed karting!



\$64,000 Question

- + South Park sound effects
- + Some superb gameplay ideas
- + Humerous weapons
- + Tries to be different
- Below average controls
- Outstandingly bad graphics
- No fun in multiplayer
- Where's the racing?

When Trey Parker and Matt Stone first created *South Park* they were onto a sure-fire winner. As a result, our high street stores have been flooded with shelves upon shelves of *South Park* merchandising. All of this is fairly understandable – hell, even the film was pretty good – but when *South Park 64* came out we knew it had gone too far. And now there is another *South Park* game ready to be unleashed on the unsuspecting public, and not even Jesus and pals can give this baby redemption.

It's not that this game is bad. The gameplay is in fact quite good and extremely original for a game of its type. Unfortunately this is where the enjoyment ends. It's much like eating a slice of pizza and then realising that you have to eat the crust as well because without it the tomato and cheese treat would not exist. The crucial crust elements of *South Park Rally*, or any other karting game, are the controls and the multiplayer, both of which are dire in this game.

I'm Not Fat, I'm Big Boned!

Right from when you first start playing this game, you'll realise that the controls are going to take quite some getting used to. In fact, after a few corners you'll probably be throwing the controller down in frustration as the computer-controlled opponents glide effortlessly past you. This isn't the fault of the main controls but more a fault of the so-called powerslide, which is only useful if you want to turn a full 180°. This amazing spin does come in handy sometimes, but it does mean that you can't physically tackle difficult corners with any real style.

Admittedly you do get used to the controls after a while, but the game is already difficult enough. You don't want

track. The idea in *South Park Rally* is not to finish several circuits of the track, but instead to find the quickest routes between different locations. For the most part, you have to perform certain tasks before your opponents do. These tasks or races can be split into two different types; checkpoint or tag. In checkpoint games you have to make your way between four checkpoints in order to win, and in tag games you have to steal objects off your opponents. This is all quite complicated to start with, and the poorly designed levels don't help any.

Salisbury Steak Day

Attempts have been made to make the game as clear as possible, but these all fail miserably. On the head-up display you get a map showing

Not even Jesus can give this baby redemption!

to have to worry about whether or not your racer will be able to negotiate an otherwise easy section of

everyone's position and a big blue arrow above you pointing towards your next

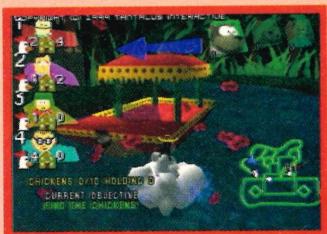
Open Fire!

There are no homing tortoise shells or rockets in this game, oh no, that would be far too simple for the *South Park* gang. First up we have the alien laser gun which forces its targets to dance, the Mexican staring frog which turns opponents to stone and the superb Pink Eye attack which reverses the kart's controls!

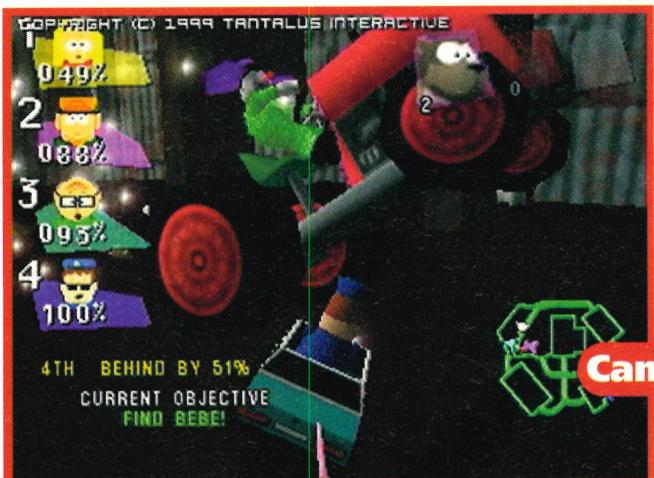


Going Down To South Park...

One great thing about this game is that wherever you go, you're guaranteed to spot buildings and locations from the series. Of course you'll be too busy racing about to notice, but it's nice to know that they're there anyway.



▲ It's swinging, baby, yeah! One of the tracks in *South Park Rally* amusingly sits inside Big Gay Al's house, complete with disco.



▲ Officer Barbrady gets caught in a compromising position with a Ten Dollar Whore – one of the crazy weapons in this game.

objective. To top this off, you also get a green arrow on the play area pointing at the item you need. The green arrow is at least some help, but NASA would have trouble finding some of the things in this game even if they were using the Hubble space telescope. The map on a lot of the levels is too confusing because of dense roads or overlapping sections, and the blue objective arrow only comes on when you are near the target. This doesn't exactly help when the objective is moving!

Once you get into the game and become used to its workings though, the whole idea seems genius and can be more fun to play than any

disease to win. This may sound simple, but is great fun when you've got five other computer cars going after the cure as well, all battling for salvation. On another game you have to collect Cupid's bow and arrow to shoot all the other players with – no prize for guessing this takes place on the Big Gay Al track!

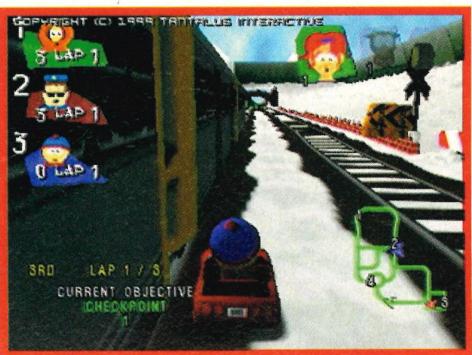
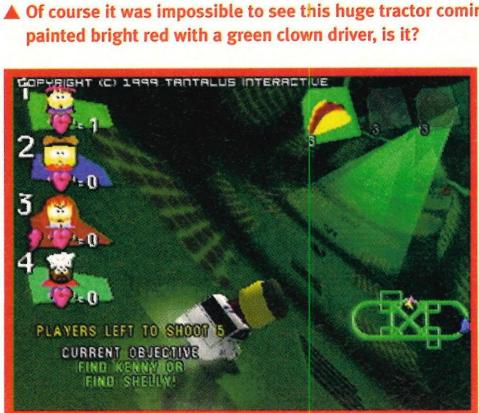
They Killed Kenny!

All seven of the tracks on offer each have their own in-jokes and references to the *South Park* series. Die-hard fans will no doubt take great pleasure in spotting all the bits from various episodes. There are also a surprising amount of characters in the game to choose from –

Can be more fun to play than any straightforward race...

straightforward race. Take, for example, the Mad Cow run. On this game you have to get hold of and keep the cure to mad cow disease, curing 100 percent of your

including secret characters, there are 27 in total! For your pleasure you get everyone from Starvin' Marvin right





▲ Stan lets rip with the comedy alien laser gun which auto-aims at its nearest target – good job, as he's out of sight!



through to Jesus, who Nintendo banned from the first N64 *South Park* game. You'll be pleased to hear that each and every one of them has their own little batch of immature sound effects to bring a smile to your face.

Keeping true to *South Park*, all of the weapons in the game are linked to the series in some way or another. As you run over the brightly coloured boxes you will collect Terrance and Phillip fart boosts, Pink Eyes and Ten Dollar Whores to unleash at your enemy. Most of the weapons are useless because of how difficult they are to aim, but it's still good to see your opponents fall victim to the likes of the Mexican Staring Frog.

Some of the boxes when collected give you a booby prize, the most



▲ Who better to be firing off explosions than hunter man Jimbo? Not too sure about his choice to shoot the devil's son though.



▲ In his spare time away from passing justice onto the human race, Death shows off his balancing the hearse on two wheels trick.

amusing of which has to be the Saddam Hussein attack which fills your screen with images of the evil dictator, obscuring your view.

It's So Super To See You

One major let down of *South Park Rally* is the graphical effects from the weapons, which do look a little weak for what they are. You want to see a little more, when firing projectile vomit at another racer, than a few yellow specks! The graphics themselves are nothing to get excited over either, and it is sad to say it does feel like you are running the game through Sony's box. This polygonal unsmoothed approach may have removed all fog, but it doesn't do the look of the game any favours either.

The biggest disappointment of *South Park Rally* comes when you gather up four mates to play the multiplayer game. Unless all four people know the game inside-out or have the patience to learn it, there is no fun at all to be had. It would have been so much better – and long-lived – if the game were a mix of straightforward races and party-style games. Instead all you get are the party games, most of which destroy any element of fun because not everyone will know how to play. Suffice to say if you are looking for a good fun multiplayer racer game, then don't bother looking here. ■

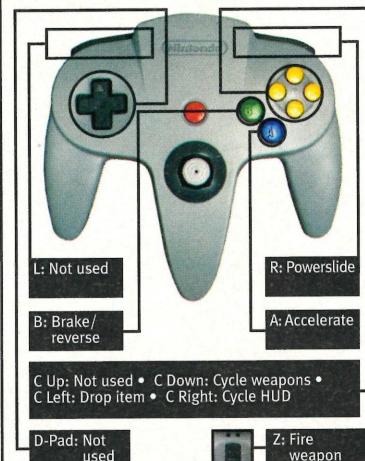
2nd opinion

All credit to Acclaim for trying to do something a bit different with what could have been a bog-standard racer, but *South Park Rally* is maybe too different. Without a straightforward pick-up-and-play racing game, it's too annoying to get into. **ANDY McDERMOTT**

Rating



64 Bottom Line Controls



Alternatives

South Park: Acclaim
Reviewed: Issue 23, 64%
Mario Kart 64: Nintendo
Reviewed: Issue 3, 78%

Rating

Graphics



Audio



Gameplay



Challenge



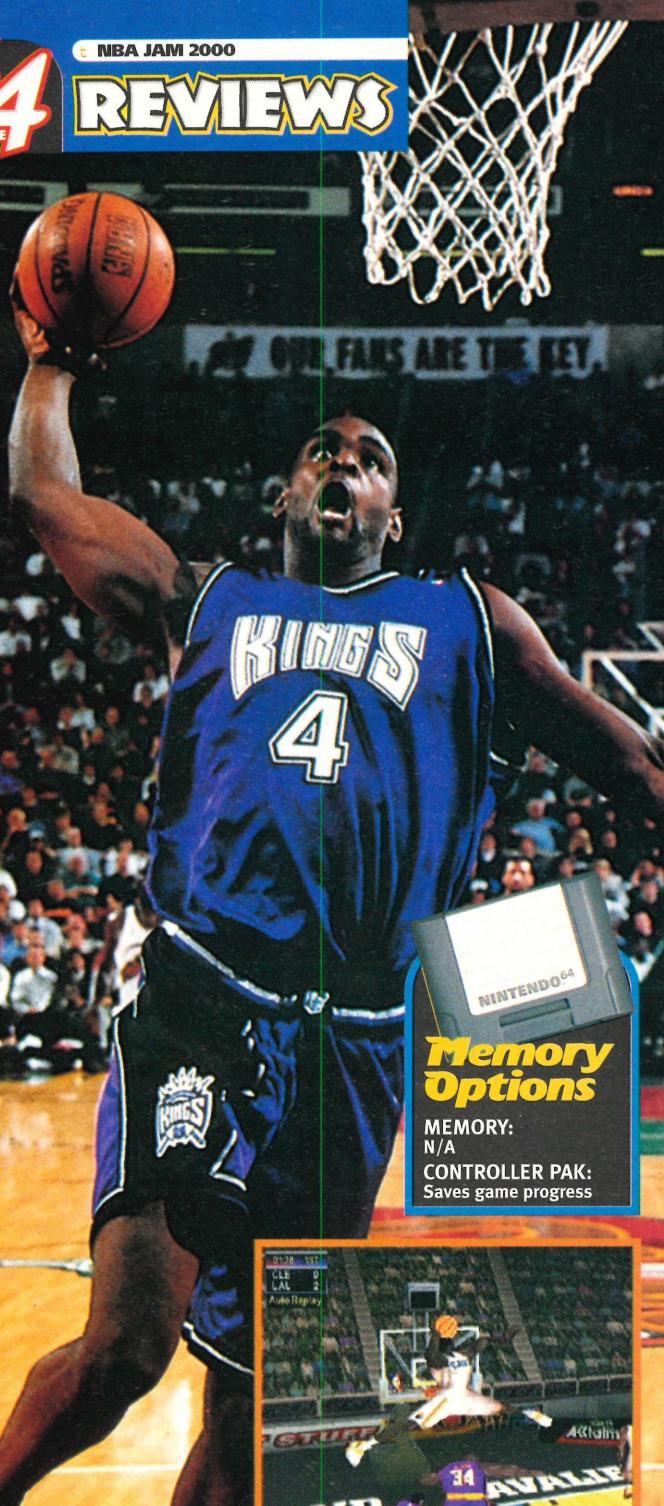
Overall



Soundbite

South Park Rally is a good idea for a game, but poorly executed.





What would a New Year be without a basketball game?

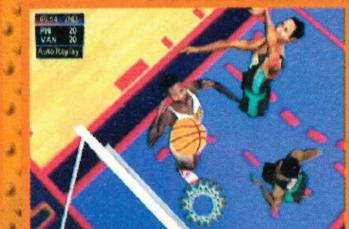
Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves game progress

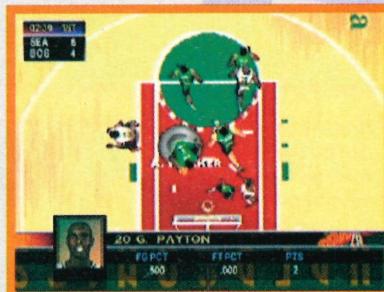


In Your Face!

NBA Jam 2000 has the best and most insane replays of all the basketball games to date. Slam dunk the ball and you'll get several gratuitous multi-angled replays!



▲ Just like the coin toss in American football, the tip-off can be a game deciding moment for any basketball match.



▲ Pretend you're playing a *Sensible Soccer* version of this game with this retro 2-D top down camera view of the playing area.

Just what is the point of sports sims? A new version of whichever series you're looking at is released each year onto the unsuspecting public. Surely not everyone can be so gullible as to keep buying the same game – sometimes more than once a year – just for a different set of names on the team screen?

Well, it's surprising to see it, but *NBA Jam 2000* actually does break from this formula a little. The main reason for this is because *NBA Jam* comes from arcade roots instead of the primordial pool of the serious sports sim. This doesn't mean that there's a single original thought in the game, but it does mean that you can revel in the delights of two-on-two action. No, this isn't some kind of dodgy porn industry term, but is possibly the most fun you can have with a basketball game.

Where's The Ball?

When you play normal basketball games, or indeed the Simulation mode

on offer in this one, you get ten people on the court. This quickly becomes confusing as you can't see all the players all the time, making tactical plays difficult. This is where Jam mode shines; with only four people on the court, you can plan tactics much more easily and focus on your target, the hoop. Better still, in Jam mode, unlike simulation, you can't switch between players. This may sound like a serious limitation, but what it actually means is that you truly do feel like a part of the team, backing up plays by your buddy.

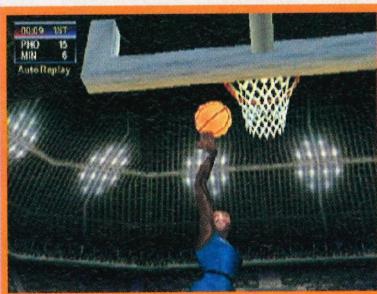
There is one major drawback to this, though – you only get arrows at the corner of the screen showing your position when out of view. It would've been so simple to show the position of everyone in Jam mode because there are only four people playing.

Graphically speaking, the players look great and if you're a basketball fan you should be able to recognise all your favourites. The courts and the crowds aren't anything to shout about but the

NBA Jam



▲ Hank was always the last one to be picked for the game. Obviously the film was right and perhaps white men really can't jump.



▲ The pressure rising up to the basket was too much for our player and in a freak 'bends' accident his arm suddenly imitated a snake.



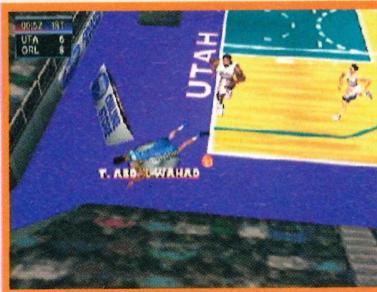
The best thing about the game is the Jam mode...

animations are superb. Double-tap the Z trigger and your player will show off by dribbling the ball between his feet and around his body!

Slam Dunk

The animations on over-the-top slam dunks are great too, but the game does slow down a little when playing them. This is a shame, because the speed otherwise is a great improvement over its slower predecessor. This boost in speed does have its problems, though. This is most noticeable in Simulation mode, where steals and tactical plays can be near-impossible to carry out at times. This doesn't really matter in the long run, because the Jam mode is where most time will be spent playing and where speed is important.

One fun thing about *NBA Jam 2000* is the running commentary, which despite the endlessly repetitive phrases never fails to amuse. If anything, the commentary would be better suited to a wrestling game. Brutally shove an opponent to the ground and a Michael



Buffer style voice will shout "Mothers cover your childrens' eyes!"

NBA Jam 2000 does try to offer some more original modes of play, with a three point line and penalty shot contests, but these quickly become dull. The best thing about this game is the Jam mode and you can't help but feeling that if Acclaim had spent all their time on this, they could've come up with something truly great. ■

Ninfo

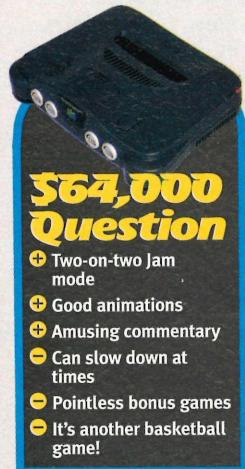
PLAYERS



RUMBLE PAK

Publisher: Acclaim
Developer: Acclaim
Game Type: Sports
Origin: UK
Release: 15 January
Price: £39.99

▲ In Arcade Jam mode players can be as nasty as they like. Pushing opponents to the floor is perfectly acceptable.



64,000 Question

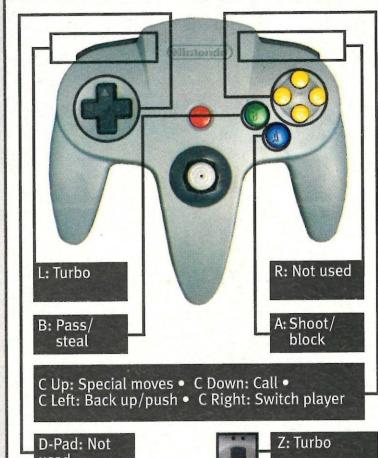
- ⊕ Two-on-two Jam mode
- ⊕ Good animations
- ⊕ Amusing commentary
- ⊖ Can slow down at times
- ⊖ Pointless bonus games
- ⊖ It's another basketball game!

2nd opinion

The hi-res mode of *NBA Jam 2000* means that it looks good, but once you're playing it doesn't have the same fluidity of the less flashy *NBA Courtside*. For the most playable N64 basketball experience, it's still best to stick with Nintendo. ANDY McDERMOTT

Rating

64 Bottom Line Controls



55



Alternatives

NBA Courtside: Nintendo
Reviewed: 16, 85%
NBA Hangtime: GT Interactive
Reviewed: 5, 45%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



84

Soundbite

The best arcade-style basketball game for the N64.

Supercross

Mud wrestling gets a mental mechanical makeover!



Why is it that when you wait ages for something to come along, loads turn up at once? Not only is *Supercross 2000* here, but just a short distance behind in its muddy spray wait *Excite Bike*, *Jeremy McGrath Supercross* and *Top Gear Hyperbike*. Obviously someone out there thinks that the consumer has developed a dirt and mud fetish. At least EA has the upper hand and has managed to get its game out before the market is totally saturated, but is it actually any good?

You certainly get value for money with this game, which offers a grand total of 24 tracks and 24 riders, all of which are officially licenced and based on real life counterparts. Unfortunately, all of the riders and locations are American, but it's nice to know that they're there. Besides, fans of the sport are sure to take great pleasure in such perfection.

Muddy Madness

When you initially kickstart this game to life, the first thing you'll see is that there are quite a few modes of play. One warning – avoid the freestyle arenas at all costs! EA may have been trying to give this game a hip look, but it just feels as though the freestyle mode was thrown in as an afterthought. As a result this section just feels dull and repetitive,

and isn't helped any by the game's biggest flaw, the controls.

'Biggest flaw' in fact is probably too kind a term for what is a truly game-destroying feature. It's not that the bike doesn't feel right, because the physics as it rides over jumps and bumps are superb. Where the game really falls down is when you try and negotiate a corner – the emphasis here is on the word 'try'! The only way to turn the bike is by powering it around the corners, but when you put the power on, even at low speeds, the turning circle is far too high. This can be countered to some extent by shifting your weight on the bike with the stick, but otherwise the bike usually ends up going around the outside boundaries. Naturally, the computer-controlled bikes don't have this problem.

Bumpy Ride

What this means is that, with no extensive straights, the races have very stop-start gameplay. On the lower difficulty levels, invisible walls keep you on the track, stopping you in the process, but when you reach the higher levels you are continually shooting off the course at every jump and having to restart back down the track, which is even more annoying!

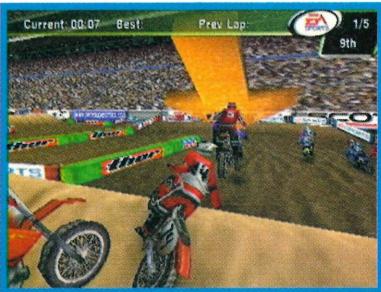
When you do get up to speed, the game still runs at a fairly decent rate with no noticeable slowdown.

With the Expansion Pak in full

force the game looks great, until you pick up the controller. Don't be surprised if nobody will play you at this for more than ten minutes (although that's actually a good thing, as it's only two-player anyway).

If you do manage to stick it out and learn the controls, races can be won. You can actually start to attack some of the corners by flying off jumps into them and landing at an angle. Before each race, to help you win, you can customise your bike set-up changing gear ratios, suspension and traction. None of this means a thing however, because the uncooperative controls and lack of a four-player option do ruin what could otherwise have been a superb game. Let's hope the contenders learn from EA's mistake. ■

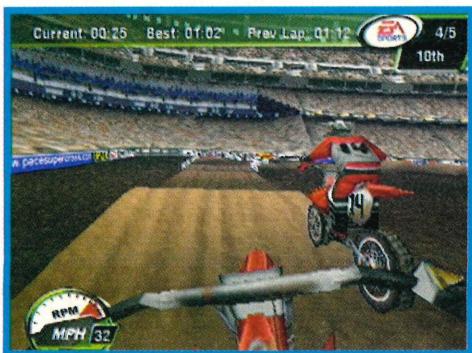
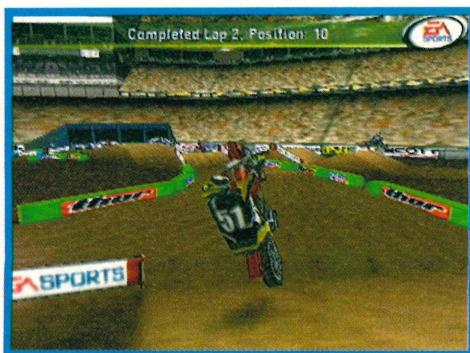
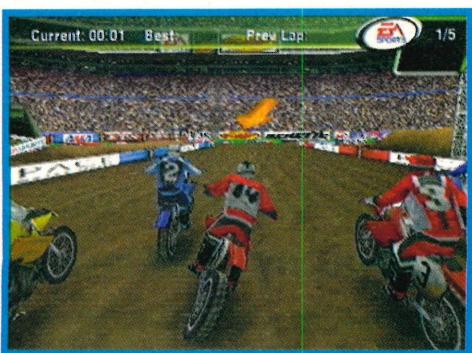
▼ When switched on, the guiding arrow for beginners zooms off to point out the next obstacle or the next turn in the track.



▼ Recommended for the mad only, the handlebar view offers virtually no reaction time at all, let alone any idea of bike position.



The game looks great until you pick up the controller!



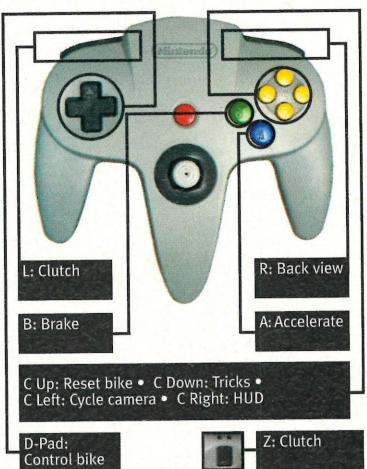
SUPERCROSS 2000

SUPERCROSS 2000

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

Top Gear Rally: THE Games

Reviewed: Issue 7, 80%

Road Rash 64: THQ

Reviewed: Issue 34, 79%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

%

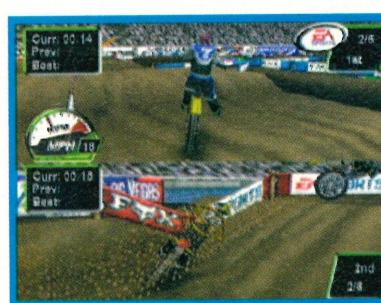
62

Soundbite

A potentially good game flawed by a bad control system.



▲ No matter what happens, this poor chap buried in the mud is going to need a little more than some TCP and an Elastoplast.



MEMORY Options

MEMORY:
N/A

CONTROLLER PAK:
Saves options and season progress

The Pancake Whip

The only thing which spices up the gameplay is the ability to perform tricks and show off to the adoring crowds. There are three tracks in the game with huge ramps designed specifically for 'big airs' and other silly-named tricks.



2nd opinion

Roll up, roll up for dirt-bike action! Marvel at the lovely brown graphics! Cover your ears at the annoying 'chainsaw' bike noises! Get really annoyed when you realise it's awful to play! There's a word for this game – it begins with 'B' and ends with 'igpileofarse'. MARTIN MATHERS

Rating



Get to grips with some fantastic plastic!

Army Men: Sarge's Heroes



Those of you who played with toy soldiers as a kid probably won't need telling about army men. Suffice to say there are two types of soldiers – the good green guys who were in *Toy Story*, and the evil tan soldiers, usually moulded into the shapes of Rommel's Afrika Korps and subjected to severe magnifying glass punishment in the summer. Now the company that brought you the 3DO console delivers a game based around these badly-moulded plastic playthings.

Let's forget about that loser console though, and look at the game, which is definitely a step in the right direction for 3DO! In *Sarge's Heroes* you play the star of the show, the square-chinned Sarge, who wakes up one morning to find his base being over run by the tan hordes. Led by General Plastro, they intend to dominate your world of miniature plastic men by bringing back artefacts from a foreign land – the human world!

Army Men: Sarge's Heroes is split between these two worlds across 16 missions, each of which is divided again into their own objectives. To help you find your way around the levels and between objectives you get a map in the corner of the screen. This isn't really needed because the levels are quite small, but it does prevent time wasted wandering aimlessly.

War...

As well as the one-player missions, you get a multiplayer mode in which you can take on your mates in plastic warfare.

Burning Plastic

General Plastro's secret weapon of war, which he brings back from the human world, is a laser in the form of a magnifying glass. This is used to comical effect in the game!



This is great fun, but there just aren't enough options and modes of play to make you want to play it for hours on end, like you would *Goldeneye* or *Quake II*. There are loads of weapons though, which do lend themselves well to multiplayer play – none more so than the sniper rifle, which no deathmatch camper should be without.

All of the weapons in *Sarge's Heroes* are immensely enjoyable to use and you can tell that the developers have actually spent a bit of time thinking them over. Sure, you get all the usual shotguns, machine guns and grenades, but it is how they are used which makes the difference. Take the grenades, for example – to fire these, you hold down the Z button to pull out the pin and bring up a targeting circle. This circle can then be moved around to where you want the grenade to go, it's just a case of releasing the trigger to let the unsuspecting tan have it. Another nice feature of the weapons inventory is the mine detector, which you use to sweep for hidden enemy explosives.

All of the weapons have adequate enough effects, but it's the flamethrower which shines out – literally – above them all. It's worth running through the Training mode when you get this game just to have a play with this beast of a weapon, which spits out the fires of hell. This is also one of the more deadly weapons to use on toy soldiers, of course, because plastic melts!

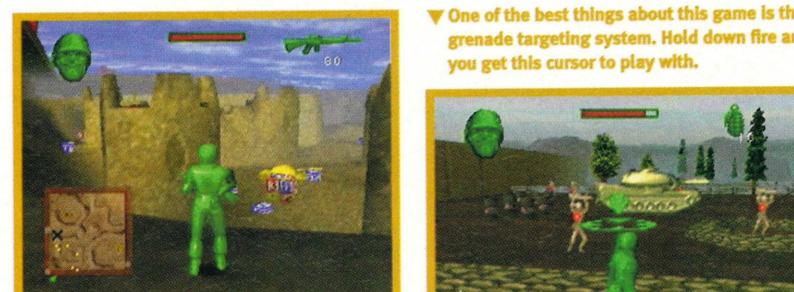
What Is It Good For?

It's also impressive to see the lighting effects in this game from death dealers like the flamethrower. Each of the characters has been modelled with a shiny 'plastosheen' surface, which glows and glints to reflect the colours of the surrounding environment.

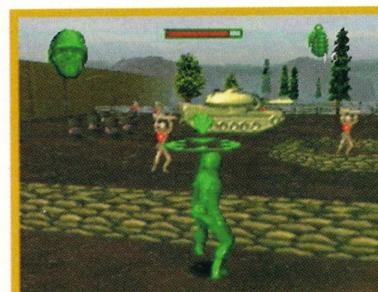
Using each of the guns on offer couldn't be easier, because as well as the cool cursor targeting systems there's also an auto-target feature. If your gun is pointing in the general direction of a bad guy, the gun will pick him off for you. This means you can run amok, and what great fun it is! These guys may all be plastic but that doesn't mean chunks don't fly off when they get shot!



▼ One of the best things about this game is the grenade targeting system. Hold down fire and you get this cursor to play with.



▲ Sarge later explained to the policeman that he was on his way home from the pub, got caught short and had to relieve himself.



▼ A sad moment as Sarge arrives too late to save his two buddies, who are reduced to melted pools of bubbling plastic.

**Ninfo**

PLAYERS



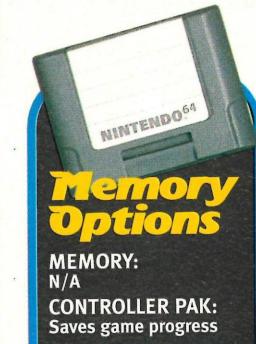
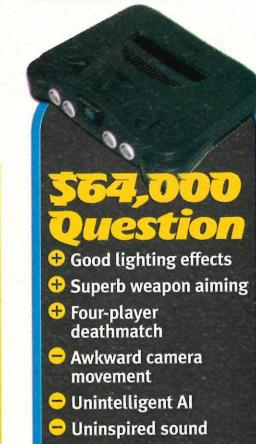
EXPANSION PAK



RUMBLE PAK



Publisher	3DO
Developer:	3DO
Game Type:	Shoot-'em-up
Origin:	US
Release:	26 January
Price:	£44.99

**Memory Options**MEMORY:
N/ACONTROLLER PAK:
Saves game progress**S64,000 Question**

- ⊕ Good lighting effects
- ⊕ Superb weapon aiming
- ⊕ Four-player deathmatch
- ⊖ Awkward camera movement
- ⊖ Unintelligent AI
- ⊖ Uninspired sound



▲ Sarge demonstrates the deadly flamethrower to all his comrades, who promptly run for cover behind barrels.



2nd opinion

What could have been a fairly decent action game is seriously let down by a terrible camera system that refuses to show you who's shooting at you! The multiplayer side of things is okay, but not brilliant. If you like this kind of game, get *Jet Force Gemini*. **ANDY McDERMOTT**

Rating



As you take damage, an icon in the top-left of the screen next to your energy bar also shows how injured you are. A smiling green face will turn into a chipped and cracked mess by the end of most levels. This game may be aimed at the younger audiences, but there is definitely a challenge for the adults here as well. Staying alive on later levels is no easy task even on the lowest

The camera can become very annoying!

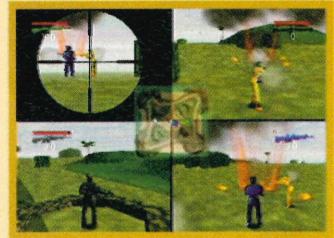
difficulty setting and stealth and discretion are definitely recommended.

Absolutely Nothing!

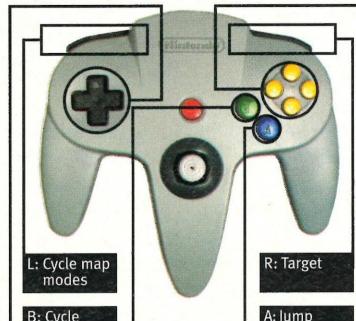
The game itself would actually be slightly easier if it wasn't for the awkward camera system. The controls

Grab Your Gun

Multiplayer action is surprisingly hectic and fast. This unfortunately means that there's little or no use for the sniper rifle, unless you're an obscenely accurate shot!



64 Bottom Line Controls



L: Cycle map modes
B: Cycle weapons
C Up: Camera • C Down: Crouch •
C Left: Dive • C Right: Strafe
D-Pad: Camera



Alternatives

Duke Nukem: Zero Hour GT Interactive
Reviewed: Issue 27, 90%
Body Harvest: Gremlin
Reviewed: Issue 20, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

A decent third-person shooter which lacks the magic needed to make it big.

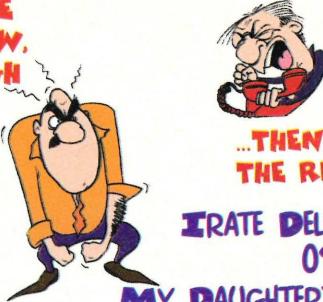
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Super Smas



Mario gets what's coming to him!



Memory Options

MEMORY:
Saves scores, bonuses and characters

CONTROLLER PAK:
N/A



PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Small

Speed: Same as import

That Mario. He's a smug little git, isn't he? Always jolly, making victory signs and squealing with delight like a rotund Anakin Skywalker. If you've ever felt that the portly plumber has been begging for a good kicking for quite some time, then you'll be ecstatic at the thought of *Super Smash Brothers*.

In a shocking reversal of Nintendo's usual policy of non-violence, *Smash Brothers* takes a bunch of Nintendo heroes and invites them to cave each others' faces in. It's not exactly *Mortal Kombat* – you certainly won't see a bloodied Luigi cackling with glee as he stands over the smashed corpse of his brother and holds aloft a length of dripping purple intestine – but despite this it's still the best beat-'em-up on the N64. Admittedly, this does say more about the pathetic state of the N64 fighting game market than it does about *Super Smash Brothers*' brilliance, but never mind.

All the combat in *Smash Brothers* takes place on ledges and walkways.

Victory is achieved by grabbing hold of the other fighters and chucking them into the void, in contrast to other fighting games, where the aim is simply to batter your opponent into submission. This is made harder because all the fighters have prodigious jumping abilities that allow them to leap back to safety, even if the only thing under their feet is thin air!

Smash Brothers doesn't have any energy bars as such. What it has instead is a hit gauge, which starts at zero and rises every time a character takes some punishment. Once it passes 100, the character starts to tire and takes longer to recover from attacks, which is when the other fighters can move in and throw them to their doom. It's a unique system, but it works.

Stitch-a That!

There are several famous faces in *Smash Brothers*, as well as a couple that are less well-known. The usual suspects like Mario, Link, Donkey Kong and Pikachu are all present, joined by Yoshi, Fox

McCloud, Kirby and Samus Aran (in what, sadly, looks like it will be her only N64 appearance). There are also four hidden characters to uncover. The battles take place in skinnier versions of familiar Nintendo locations – Mario's home arena is on the ramparts of Princess Peach's castle, Donkey Kong invites challengers to a rumble in the jungle, and Fox McCloud faces off against his enemies on the hull of the Great Fox out in deep space, complete with Arwings performing strafing runs on the fighters during each round!

Up to four people can fight each other in multiplayer games, and it's possible to pit yourself against three computer-controlled fighters if you're playing alone. The fairly small size of the arenas keeps everybody close together, but if they move too far apart, the game helpfully flashes up arrows over each character to remind you who's controlling what.

The pace of the game is extremely fast – at times almost too fast. This is very noticeable in four-player games,

shBrothers

The Hidden

As well as the eight initially selectable characters, *Super Smash Brothers* has four hidden fighters. If you were wondering who they were, wonder no more!



Luigi

Mario's taller, thinner, yet mysteriously less-famous brother.



Ness

He's from *Earthbound*, if you remember that. Bet you don't!



Captain Falcon

Late of *F-Zero X*, but hardly a major league Nintendo hero!



Jigglypuff

Ah, another of those blasted Pokémons. He's the singing one.

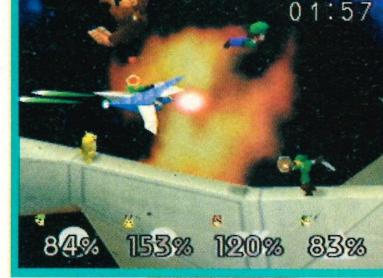
One of those games where more is definitely merrier!



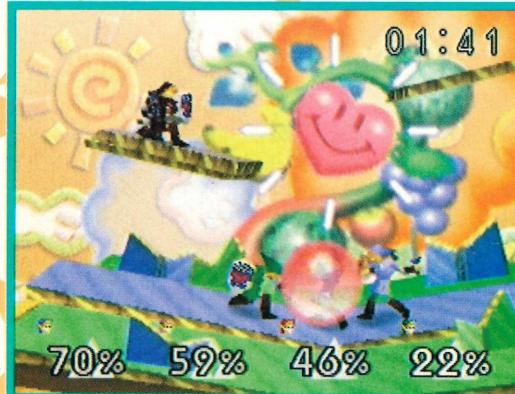
▲ The action in *Smash Brothers* is so fast that it's almost impossible to keep up with at times. Try keeping track of this lot!



▲ As you play through the game, you open up bonus levels. On this one, you have to run through and smash all the targets.



▲ Fighting in space has dangers other than the obvious lack of oxygen – you need to watch out for strafing Arwings!



No Fair!

The one-player game doesn't stick to the traditional one-on-one format. Instead, it throws in plenty of surprises to keep you on your toes. On the only second stage, Pikachu finds himself facing an entire army of Yoshis – to win, he has to bash all of them into eternity!





▲ Sibling rivalry between the Mario brothers is taken to new levels as they try to choke the life out of each other.



The best beat-'em-up on the N64!

where

the screen zooms in and out to keep all the characters in view. Because everybody can zip around the arenas so quickly (never mind when they actually get blasted off into the distance like a cannonball) the screen almost becomes a blur of action, and it can get quite hard to keep track of where you are and who you're fighting. Mind you, the controls are simple enough that you just need to keep bashing A to stand a good chance of lamping somebody.

Poke A Pokémon

Each fighter also has a small arsenal of special attacks, which are related to their appearances in other Nintendo games. Mario can throw fireballs, Yoshi



Publisher	Nintendo
Developer:	HAL
Game Type:	Beat-'em-up
First Reviewed:	Issue 24
Release:	Out now
Price:	£39.99

2nd opinion

SSB has a lot going for it – loads of top characters, some brilliant moves and a great multiplayer level. The thing which really lets it down is the arcade-style low pixel count, which makes the action blurred and more difficult to follow than it should be. **NERYS COWARD**

Rating



Bzzzzzattt!

All the characters have their own special attacks, such as this little number demonstrated by distaff bounty hunter Samus Aran.



Spin in mid-air like a loon...

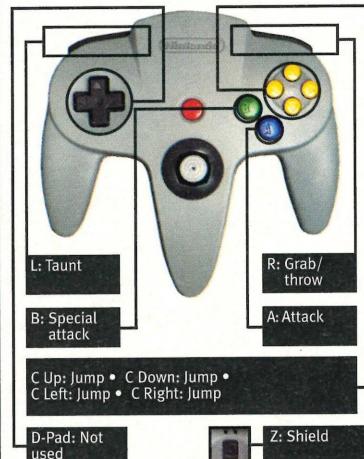


Let fly with a few million volts...



And blast those suckers!

64 Bottom Line Controls



Alternatives

Xena: Warrior Princess: Titus

Reviewed: Issue 34, 85%

Mortal Kombat 4: GT

Reviewed: Issue 19, 80%

Rating Graphics



Audio



Gameplay



Challenge



Overall



87

Soundbite

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Send your answer to *Xplorer* (35) compo at the usual address, to arrive before 27 January!

40 WINKS

If you're having trouble defeating the hoodwinks on this adventure game, look no further...

All Hubkeys

L, R, Up, R, Down

All Winks

R, C Up, C Left, C Left, C Up, C Left

Reset Zs

Left, Down, Right, Right, Right

Reset Moons

Right, C Up, Up, C Down, Up

Full Cogs

Up, C Left, Left, C Right, Left

Widescreen

Down, C Right, C Up, Up, C Right

Reset Lives

C Left, Right, C Right, Down, L



READY 2 RUMBLE

Is beating your mates to a pulp getting a little repetitive? Well, why don't you unlock a few more characters to play with?

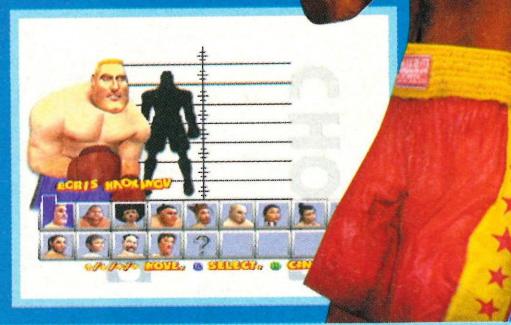
All Boxers

Enter a championship game then put in any of the following as your name to unlock the boxers:

Bronze Class
Silver Class
Gold Class
Championship Class

BRONZE
SILVER
GOLD
CHAMP

and A at the same time. Doing this will activate your rumble. Once this is done, hit both C Right and C Down at the same time to do a super combo.



Free Nutrition

When trying to bulk up your boxer in the training mode, go over to the rumble aerobics then quickly press Left followed by A to get mass nutrition for your boxer for the price of an aerobics lesson.

Super Combo

When playing with any character, wait for your rumble meter to get all the way up then press B

XENA: WARRIOR PRINCESS

A whole host of cheats for the leather-clad warrior in this hack 'n' slash fighter.

Cheat Code

Before trying any of these cheats you must activate the cheat code. During a round simply do the following – hold down the A button and then press Right, Right, Left, Left, Right, Left, Right. A sound will confirm correct entry and you can then enter any of the following.

Red Clown Nose	Left Punch, Left Punch, Target
Green Clown Nose	Left Punch, Left Punch, Crouch
Blue Clown Nose	Left Punch, Left Punch, Jump
Block Ice	Right Punch, Right Punch, Target
Smooth Ice	Right Punch, Right Punch, Crouch
Big Heads	Left Punch, Right Punch, Left Kick, Right Kick, Crouch
Big Feet	Left Punch, Right Punch, Left Kick, Right Kick, Jump
Big Head & Feet	Left Punch, Right Punch, Left Kick, Right Kick, Target
Invisibility With Shadows & Weapons	Right Kick, Right Kick, Right Kick, Left kick, Jump
Invisibility With Shadows	Right Kick, Right Kick, Right Kick, Left Kick, Crouch
Total Invisibility	Right Kick, Right Kick, Right Kick, Left kick, Target

One-hit Deaths

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Jump

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Crouch

Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Target

Right Kick, Right Kick, Right Kick, Left Kick, Left Kick, Left Kick, Target

Left Punch, Left Punch, Left Punch, Left Kick, Left Kick, Left Kick, Target

Left Punch, Right Kick, Left Punch, Right Kick, Right Kick, Left, Right, Left, Right, A

sound will confirm correct entry, so now you can enter either code.

Play As Despair

Left Punch, Right Kick, Left Punch, Right Kick

Play As Despair In Pink Costume



ROADSTERS

Racing around in convertibles giving you the chills in the winter months? Don't fear, just pull over into the pit stop that is 64 MAGAZINE and refuel!

Cheats

Enter any of the following as your name for the desired effect – you can enter more than one.

EasyMoney	\$1,000,000 starting money on Trophy mode
_Trophies	Gives you 2nd and 3rd division wins (space before 'T')
Gimme ALL	Unlocks all cars and circuits
Extra rez	Gives resolution option in menu
fastBUCKS	\$250,000 starting money on Trophy mode
Anyway	Allows you to race circuits in Mirror mode
Smurfing	All voices turn to Smurf impressions
Big Wheels	Gives all wheels monster truck tyres
Skywalker	Turns cars into pod racer-style floaters
Car Radio	Activates radio control car mode and shrinks the cars
Chopper	Cameras are placed 20 metres directly above the car
CheatsOff	Turns off all cheats

HYBRID HEAVEN

If you have the strength of steel needed to finish this game then you deserve some codes.

Play As Alien

First complete the game on the ultimate difficulty setting then on

the title screen press L, R, L, R and Z.

Play As President

First complete the game on ultimate difficulty setting then on the title screen press L, R, L, R and Start.

DESTRUCTION DERBY 64



Cause havoc and wreck even more vehicles, including a police car!

Turbo Start

Straight after the announcer says "Set!", press and hold the A button for a turbo start.

Bonus Cars

Enter World Championship mode and complete the following for the car you want.

Taxi Cab	Complete the first circuit
Pick Up Truck	Complete the second circuit with Taxi
Ambulance	Complete the Legend circuit with Pickup
Ragtop	Beat Alpine Ridge time trial challenge with Baja
Blue Demon	Beat Seascape Sprint time trial challenge with Ragtop
Hatchback	Beat Terminal Impact time trial challenge with Ragtop
Low Rider	Beat Metro Challenge time trial challenge with Ragtop
Woody Wagon	Beat Bayou Run time trial challenge with Ragtop
Hot Rod	Beat Sunset Canyon time trial challenge with Ragtop
Police Car	Midnite Rumble time trial challenge with Hot Rod

DONKEY KONG 64

A true top banana of a game with loads of hidden secrets to be found and enjoyed. Here are a few to keep you going...

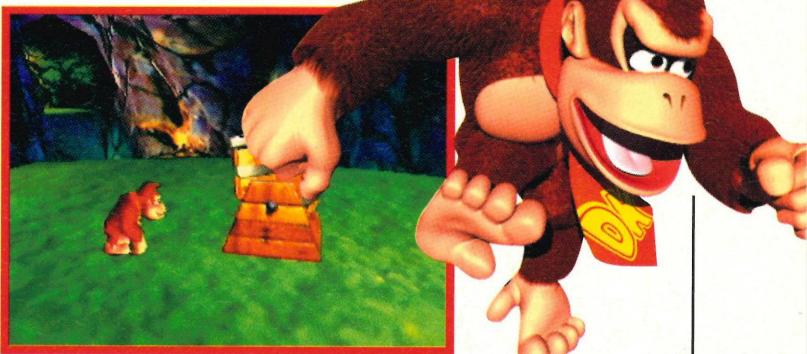
Fairy Bonuses

Catch all the banana fairies to open up some hidden options on the menu screen:

- 2 Fairies DK theatre
- 6 Fairies Bonus levels
- 10 Fairies Boss levels
- 15 Fairies Bonus character for Kong battle
- 20 Fairies Cheat menu

Health cheat

To refill your health bar at any point in the game, simply jump into a tag barrel to change character and jump out again to get full energy.



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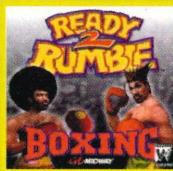
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64 Score Zone

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There were some good *GoldenEye* times this month from various people, including a far-too-blurry-to-use photograph claiming 41 seconds on the Train level! A special mention also has to go to Joel Smith from Australia who managed to nearly double the top *Tetrisphere* score!

The Ultimate Player award this month though goes to Martin Van Duuren from Zaandam in Holland who is clearly an arcade racing master for his superb times on *Beetle Adventure Racing*. A Top Drive wheel from Logic 3 is on its way to you now.

ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time
- List all your scores on a sheet of paper along with your name and address
- Send the proof of your prowess to:

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64 MAGAZINE
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Bournemouth BH1 2JS.

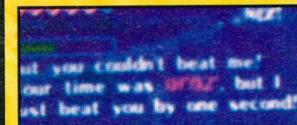
- Include an SAE if you want your photos/videos back

New Names Needed!

The Scorezone needs some new blood! There are plenty of new games out there that are just itching to be cracked by keen players, so don't limit yourself to what's already listed on these pages! We want to see some scores and times for games like *Roadsters*, *Star Wars Racer*, *Quake II*, *Jet Force Gemini*, the *Donkey Kong 64* subgames, *World Driver Championship* and *Duke Nukem: Zero Hour*. New games will get pride of place, so get cracking!



Legend Of Zelda



BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Driothwic
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE

1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby

1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands
1:08 David Park, Hebburn

HORSE RACE

0:46 Mark Nicol, Western Australia
0:46 Michael Tokar, New South Wales
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury
0:47 Tammy Harris, Birmingham

HORSEBACK ARCHERY

2000 pts Mark Nicol, Western Australia
2000 pts Matthys ten Ham, The Netherlands
2000 pts Christopher Ryan, Derby
1920 pts David Ryan, Derby
1810 pts Tammy Harris, Birmingham

GRAVEYARD RACE

0:53 David Ryan, Derby
1:09 John Dick, Uddingston

Starfox/Lylat Wars

OVERALL SCORE

3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Michael Kagedisis, Greece

METEO

397 kills Richard Dunn, New Leake
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
302 kills Gavin Brennan, Claremorris

SECTOR X

246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
161 kills Gavin Brennan, Claremorris

KATINA

333 kills Daniel Dunn, New Leake
217 kills Kevin Seeney, Bury St Edmunds
166 kills David Ryan, Dublin
192 kills Gavin Brennan, Claremorris
167 kills Greg Smith, Wamberal

SECTOR Y

187 kills David Ryan, Dublin
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

SECTOR Z

85 kills Greg Smith, Wamberal

VENOM 2

232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

AREA 6

448 kills Daniel Dunn, New Leake
374 kills Mark Nicol, Western Australia

Banjo-Kazooie

SPRAL MOUNTAIN

0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Niall Hickey, County Waterford
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:21 Kevin Seeney, Bury St Edmunds

MAD MONSTER MANSION

0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeney, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLEGOO SWAMP

0:15:02 Kevin Seeney, Bury St Edmunds
0:15:39 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:21:01 Richard Dunn, Boston
0:28:04 Ingvar Gunnarsson, Iceland

CLANKERS CAVERN

0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeney, Bury St Edmunds

CLICK CLOCK WOOD

0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY

0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEEZY PEAK

0:13:34 Kevin Seeney, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:16:44 Richard Dunn, Boston
0:22:41 Niall Hickey, County Waterford
0:30:51 Ingvar Gunnarsson, Iceland

GOBIS VALLEY

0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford
0:33:23 John Brennan, Bicester
0:33:25 Iain Russell, Newbury

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:58:25 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Shadows Of The Empire

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:03 Chris Handley, Notts
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell

THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry
05:06 Ian Lawlor, Churwell

THE JADE MOON

01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:02 Ian Lawlor, Churwell
02:40 Philip Munt, Surrey

DEFECTION AT CORELLIA

03:12 Ian Lawlor, Churwell
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Langoed
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:22 Philip Munt, Surrey
02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

02:24 Richard Dunn, New Leake
03:34 John Brennan, Bicester
03:37 Paul Nicholls, Coventry
04:41 Oliver Lonsdale, West Bridgeford
03:32 Ian Lawlor, Churwell

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

BATTLE ABOVE TALORAAAN

02:02 Danny Dunn, New Leake
03:47 John Brennan, Bicester
06:18

ESCAPE FROM FEST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:43 Richard Dunn, New Leake
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

BATTLE OF HOTH

03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
02:16 John Brennan, Bicester

Quake 64

MAP 1: THE SLIPGATE COMPLEX

03:30 Michael Williams, Exeter
03:30 Raymond Burton, Stockbridge
03:30 Jon Quarrie, Stapleford
03:30 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

02:28 John Brennan, Bicester
03:38 Jon Quarrie, Stapleford
04:40 Karl Watt, Shetland
04:43 Michael Williams, Exeter
04:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

01:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

03:37 John Brennan, Bicester
04:46 Jon Quarrie, Stapleford
04:49 Michael Williams, Exeter
05:55 Karl Watt, Shetland
05:56 Raymond Burton, Stockbridge

MAP 5: THE DOOR TO CHTHON

01:15 John Brennan, Bicester
01:54 Jon Quarrie, Stapleford
01:56 Chris Street, Huntington
01:02 Karl Watt, Shetland
01:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

02:23 John Brennan, Bicester
02:27 Karl Watt, Shetland
02:28 Kevin Seeley, Bury St Edmunds
02:29 Raymond Burton, Stockbridge
02:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland
2:39 Andy Murray, Bournemouth
2:45 Martin Hurley, St Helens

MAP 8: THE OGRE CITADEL

05:53 John Brennan, Bicester
05:58 Raymond Burton, Stockbridge
05:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeley, Bury St Edmunds

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDERRAETH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeley, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeley, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Goldeneye

FACILITY - 00 LEVEL!

0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Bury St Edmunds
1:06 Stephen Hill, Maidstone
1:07 Matthew Stevenson, Bournemouth

BYELOMORYE DAM

0:55 Jon Burrows, Queensland
0:56 James Hirst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:57 Zack King, Surrey

FACILITY

0:40 Jon Burrows, Queensland
0:45 Richard Dunn, New Leake
0:52 Magnus Smith, Bury St Edmunds
0:54 Matthys ten Ham, The Netherlands
0:54 Stephen Hill, Maidstone

RUNWAY

0:23 Jon Burrows, Queensland
0:24 Michael Williams, Exeter
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, The Netherlands
0:25 Sam Doyle, Glossop

SURFACE 1

1:01 Magnus Smith, Bury St Edmunds
1:05 Jon Burrows, Queensland
1:07 Danny Dunn, New Leake
1:09 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth

BUNKER 1

0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:20 Matthys ten Ham, The Netherlands
0:21 Andrew Joules, Weston-Super-Mare
0:22 Tammy Harris, Birmingham

LAUNCH SILO

1:10 Jon Burrows, Queensland
1:20 Richard Dunn, New Leake
1:20 Stephen Hill, Maidstone
1:22 Matthys ten Ham, The Netherlands
1:25 Antonio Debs, Tripoli

FRIGATE

0:25 Magnus Smith, Bury St Edmunds
0:25 Jon Burrows, Queensland
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone
0:34 Adam Tucker, Great Yarmouth

SURFACE 2

0:54 Jon Burrows, Queensland
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands
0:58 Paul Nicholls, Coventry

BUNKER 2

0:25 Jon Burrows, Queensland
0:26 Danny Dunn, New Leake
0:29 Richard Dunn, New Leake
0:31 Michael Williams, Exeter
0:31 Andrew Joules, Weston-Super-Mare

STATUE PARK

2:31 Jon Burrows, Queensland
2:31 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:39 Raymond Burton, Stockbridge
2:39 Neil Friedman, Whitefield

MILITARY ARCHIVES

0:17 Jon Burrows,

QUEENSLAND

0:17 Chris Stuart, Peterhead
0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands

STREETS

1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:15 Matthys ten Ham, The Netherlands
1:17 Andrew Joules, Weston-Super-Mare
1:17 Antonio Debs, Tripoli

DEPOT

0:23 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:24 Richard Dunn, New Leake
0:29 Matthys ten Ham, The Netherlands
0:30 Sam Doyle, Glossop

TRAIN

1:26 Jon Burrows, Queensland
1:26 Richard Dunn, New Leake
1:32 Antonio Debs, Tripoli
1:34 Sam Doyle, Glossop

JUNGLE

1:07 Matthys ten Ham, The Netherlands
1:08 Jon Burrows, Queensland
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:16 Andrew Joules, Weston-Super-Mare

CONTROL CENTRE

3:40 Jon Burrows, Queensland
3:52 Richard Dunn, New Leake
4:23 Matthys ten Ham, The Netherlands
4:32 Andrew Joules, Weston-Super-Mare
4:42 Karl Watt, Shetland

WATER CAVERNS

1:06 Matthys ten Ham, The Netherlands
1:06 Jon Burrows, Queensland
1:08 Danny Dunn, New Leake
1:08 Antonio Debs, Tripoli
1:09 Jon Quarrie, Stapleford

CRADLE

0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:46 Stephen Hill, Maidstone
0:47 Andrew Joules, Weston-Super-Mare
0:49 Richard Dunn, New Leake

AZTEC COMPLEX

1:10 Chris Stuart, Peterhead
1:35 Jon Burrows, Queensland
2:07 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop
3:11 Andrew Joules, Weston-Super-Mare

EGYPTIAN TEMPLE

0:50 Jon Burrows, Queensland
0:56 Matthys ten Ham, The Netherlands
0:58 Darren Sadler, Wisbech
1:00 Andrew Joules, Weston-Super-Mare
1:04 Martin Hurley, St Helens

Beetle Adventure Racing

COVENTRY COVE

4:42:28 Martin Van Duuren, Holland
4:50:26 Paul Nicholls, Coventry
4:51:56 Andrew Stanger, Wyton
5:53:17 Stewart Loughton, Lincoln
5:55:06 Matthys ten Ham, The Netherlands

INFERNO ISLE

4:47:65 Martin Van Duuren, Holland
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton
5:01:66 Robert Parker, Cambridge
5:07:81 John Brennan, Bicester

MOUNT MAYHEM

4:56:50 Martin Van Duuren, Holland
4:57:66 Paul Nicholls, Coventry
4:58:49 Andrew Stanger, Wyton
4:59:29 Robert Parker, Cambridge
4:54:38 Gavin Deadman, Biggin Hill

SUNSET SANDS

5:14:26 Martin Van Duuren, Holland
5:50:66 Andrew Stanger, Wyton
6:02:55 Robert Parker, Cambridge
6:21:16 Paul Nicholls, Coventry
6:29:37 John Brennan, Bicester

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton
6:30:29 Robert Parker, Cambridge
6:34:58 Paul Nicholls, Coventry

WICKED WOODS

3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton
4:45:60 Jeffrey Van Der Aa, The Netherlands
4:54:38 Gavin Deadman, Biggin Hill

Micro Machines 64 Turbo

THE MAIN COURSE

00:15:45 Chris Cox, Cambridge
00:15:59 Jeffrey Van Der Aa, The Netherlands
00:16:02 Ned Pendleton, Brackley

LOVE TRIANGLE

00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge
00:42:35 Jeffrey Van Der Aa, The Netherlands

BEWARE OF THE DOG

00:22:06 Ned Pendleton, Brackley
00:23:19 Jeffrey Van Der Aa, The Netherlands

CRASH AND FERN

00:22:06 Ned Pendleton, Brackley
00:23:19 Jeffrey Van Der Aa, The Netherlands

DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley
00:32:23 Jeffrey Van Der Aa, The Netherlands

BRAKE-FAST BENDS

00:33:76 Ned Pendleton, Brackley
00:41:31 Jeffrey Van Der Aa, The Netherlands

CALCULATOR RISK

00:25:07 Ned Pendleton, Brackley
00:28:85 Jeffrey Van Der Aa, The Netherlands

WIPEUP

00:36:07 Ned Pendleton, Brackley
00:38:65 Jeffrey Van Der Aa, The Netherlands

TANKS ALOT

00:27:67 Ned Pendleton, Brackley
00:28:32 Jeffrey Van Der Aa, The Netherlands

BAGUETTE BALANCE

00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge
00:23:56 Jeffrey Van Der Aa, The Netherlands

TRUCKER'S LUCK

00:24:32 Ned Pendleton, Brackley
00:32:27 Jeffrey Van Der Aa, The Netherlands
00:42:22 Debbie Blanco, Uddington
00:56:15 Martin Hurley, St Helens

BIKINI BLAZER

00:25:05 Ned Pendleton, Brackley
00:27:43 Jeffrey Van Der Aa, The Netherlands

PEBBLE DASH

00:25:70 Ned Pendleton, Brackley
00:25:94 Jeffrey Van Der Aa, The Netherlands

BEACHED BUGGIES

00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley
00:24:65 Jeffrey Van Der Aa, The Netherlands

RACK 'N ROLL

00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley
00:49:05 Jeffrey Van Der Aa, The Netherlands

PULLING POWER

00:39:58 Ned Pendleton, Brackley
00:41:87 Jeffrey Van Der Aa, The Netherlands

STINKY SINKS

00:22:31 Ned Pendleton, Brackley
00:23:52 Jeffrey Van Der Aa, The Netherlands

SAND BLASTER

00:35:42 Ned Pendleton, Brackley
00:37:59 Jeffrey Van Der Aa, The Netherlands

SWERVE SHOT

00:06:68 Chris Cox, Cambridge
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton
00:52:39 Jeffrey Van Der Aa, The Netherlands

BREAKFAST AT CHERRY'S

00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley
00:24:13 Jeffrey Van Der Aa, The Netherlands

DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley

FORMULA X

00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:34:17 Ned Pendleton, Brackley

00:38:29 Andy Murray, Bournemouth

Mario 64

2088 coins Ingvar Gunnarsson, Iceland
2072 coins Adam Scott, Rugby

Cruis 'n USA

GRAND CANYON
1:37:60 Paul Murray, Tranmere

1080° Snowboarding

HALF PIPE TRICK ATTACK

147734 Adam Tucker, Great Yarmouth
111339 Chris Webb, Abbeydale
10389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn

CRYSTAL LAKE TRICK ATTACK

124455 Chris Webb, Abbeydale
10310 Adam Tucker, Great Yarmouth
106442 Tom Grigg, Alresford
91937 Jon Burrows, Queensland
90417 Ryan Stevenson, Aberystwyth

CRYSTAL PEAK TRICK ATTACK

139506 Adam Tucker, Great Yarmouth
117429 Chris Webb, Abbeydale
100885 Tom Cuthbert, Alresford
97391 Jon Burrows, Queensland
89063 Ryan Stevenson, Aberystwyth

GOLDEN FOREST TRICK ATTACK

123218 Adam Tucker, Great Yarmouth
103902 Chris Webb, Abbeydale
91118 Jon Burrows, Queensland
76876 Ryan Stevenson, Aberystwyth
74732 Danny Dunn, New Leake

MOUNTAIN VILLAGE TRICK ATTACK

154503 Adam Tucker, Great Yarmouth
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103973 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leake

DEADLY FALL TRICK ATTACK

224498 Chris Webb, Abbeydale
142217 Adam Tucker, Great Yarmouth
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
89378 Josh Bilton, Chipperfield

DRAGON CAVE TRICK ATTACK

143015 Chris Webb, Abbeydale
127294 Adam Tucker, Great Yarmouth
94856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seaney, Bury St Edmunds

AIR MAKE

21450 William Armstrong, Victoria

CRYSTAL LAKE RACE

101:21 Adam Tucker, Great Yarmouth
102:73 Danny Dunn, New Leake
103:03 Jon Burrows, Queensland
103:06 Magnus Smith, Burra Isle
103:19 Chris Webb, Abbeydale

CRYSTAL PEAK RACE

126:62 Adam Tucker, Great Yarmouth
127:21 Danny Dunn, New Leake
127:78 Chris Webb, Abbeydale
128:40 Magnus Smith, Burra Isle
128:49 Jon Burrows, Queensland

GOLDEN FOREST RACE

1:18:57 Adam Tucker, Great Yarmouth
1:19:66 Chris Webb, Abbeydale
1:19:82 Danny Dunn, New Leake
1:20:12 Jan-Erik Spangberg, Sweden
1:20:42 Jon Burrows, Queensland

DRAGON CAVE RACE

1:24:10 Adam Tucker, Great Yarmouth
1:25:76 Danny Dunn, New Leake
1:26:52 Chris Webb, Abbeydale
1:26:92 Jon Burrows, Queensland
1:27:25 Magnus Smith, Burra Isle

MOUNTAIN VILLAGE RACE

1:27:10 Adam Tucker, Great Yarmouth
1:30:15 Danny Dunn, New Leake
1:30:28 Chris Webb, Abbeydale
1:30:51 Adam Charlton, Huntingdon
1:31:14 Chris Atkins, Walsington

DEADLY FALL RACE

1:06:84 Adam Tucker, Great Yarmouth
1:07:94 Chris Webb, Abbeydale
1:08:21 Danny Dunn, New Leake
1:08:44 Magnus Smith, Burra Isle
1:08:64 Jon Burrows, Queensland

BEST CONTEST SCORE

379302 Chris Webb, Abbeydale
214377 Danny Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146607 Chris Atkins, Walsington

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:05:00 Arthur van Dalen, Netherlands
01:11:00 Richard Dunn, Boston
01:11:83

JUNGLE FALLS

00:41:51 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:65 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seaney, Bury St Edmunds

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:37 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarré, Stapleford
01:11:91 Tammy Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:46 Adam Charlton, Buckden
01:45:97 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seaney, Bury St Edmunds

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seaney, Bury St Edmunds
01:24:90 Jon Quarré, Stapleford

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:15:73 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield

GREENWOOD VILLAGE

1:16:26 Stacy Needham, Bicester
1:22:73 Kevin Seaney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:30:61 Tammy Harris, Birmingham
1:39:56 John Brennan, Bicester

Wave Race

SUNNY BEACH

0:57:863 Adam Tucker, Great Yarmouth
1:00:782 Alan Dundas, Arbroath
1:05:552 Magnus Smith, Burra Isle
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill

SUNSET BAY

1:00:344 Adam Tucker, Great Yarmouth
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill
1:11:620 Mark Bonnes, East Kilbride
1:18:501 Charles Nuttall, Oldham

DRAKE LAKE

1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath
1:18:954 Mark Bonnes, East Kilbride

GLACIER COAST

1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham
1:42:218 Gavin Spangberg, Sweden

HAUNTED WOODS

00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seaney, Bury St Edmunds
00:57:41 Jon Quarré, Stapleford
00:57:91 Tammy Harris, Birmingham

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seaney, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

EVERFROST PEAK

01:25:26 Richard Dunn, New Leake
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seaney, Bury St Edmunds
01:37:03 Jon Quarré, Stapleford
01:39:35 Sian Griffiths, Aberystwyth

SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:56:85 Tammy Harris, Birmingham
00:57:62 Kevin Seaney, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:36:30 Kevin Seaney, Bury St Edmunds
01:39:10 Tammy Harris, Birmingham

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:19 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seaney, Bury St Edmunds

SPACEDUST ALLEY

01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seaney, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seaney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seaney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:25:76 Stacy Needham, Bicester
01:29:36 Kevin Seaney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:39:00 John Dick, Uddington

PORT BLUE

1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruidhri Dunn, Enfield
1:40:458 Gavin Deadman, Biggin Hill

SOUTHERN ISLAND

1:05:837 Adam Tucker, Great Yarmouth
1:17:721 Alan Dundas, Arbroath
1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:25:820 Charles Nuttall, Oldham

TWILIGHT CITY

1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:51:806 Jon Quarré, Stapleford

MARINE FORTRESS

1:18:853 Adam Tucker, Great Yarmouth
1:27:854 Ruidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:31:075 Charles Nuttall, Oldham
1:33:918 Gautam Rishi, Gerrards Cross

Mario Kart 64

LUIGI RACEWAY

00:46:27 Adam Tucker, Great Yarmouth
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Hornastle
00:49:64 Richard Dunn, New Leake
01:10:58 Jeffrey Van Der Aa, The Netherlands

Moo Moo Farm

01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alveston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyer, Coalville
01:21:80 Mick Smith, Worcester

KOOPA TROOPA BEACH

01:24:04 Adam Tucker, Great Yarmouth
01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake
00:31:64 Kevin Seeney, Bury St Edmunds

MARIO RACEWAY

01:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:54:47 Caroline Fawcett, North Hornastle
00:53:62 Jon Burrows, Queensland
01:20:01 Taty Luostarinen, Finland

WARIO STADIUM

00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake
00:23:14 Stacy Needham, Bicester

CHOCO MOUNTAIN

01:00:56 Richard Dunn, New Leake
01:20:74 Adam Tucker, Great Yarmouth
01:28:19 Jon Burrows, Queensland
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 Alan Allsopp, Alveston

ROYAL RACEWAY

01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland
01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, New Leake

KALAMARI DESERT

01:09:01 Adam Tucker, Great Yarmouth
01:23:84 Jon Burrows, Queensland
01:29:49 James Eyer, Donington Le Heath
01:37:22 Alan Dundas, Arbroath
01:46:92 Charles Nuttall, Oldham

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
01:05:34 Mattyns ten Ham, The Netherlands
01:32:73 Rob Pierce, Salisbury

RAINBOW ROAD

00:40:92 Adam Tucker, Great Yarmouth
00:47:07 Jamie Eccles, California
00:45:95 Alan Dundas, Arbroath

04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury

BANSHEE BOARDWALK

00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham

DONKEY KONG'S JUNGLE PARKWAY

00:29:03 Aaron Norris, Western Australia
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, New Leake
00:56:32 Kevin Seeney, Bury St Edmunds

SHERBET LAND

01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:51:69 James Eyer, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California

BOWSER'S CASTLE

01:20:90 Adam Tucker, Great Yarmouth
01:58:95 Jon Burrows, Queensland
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham

TOAD'S TURNPIKE

01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:53 James Allsopp, Alveston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, New Leake

TOP GEAR RALLY

Coastline 02:25:83 Gavin Deadman, Biggin Hill
02:34:75 Chris La Rosa, Hunderton
02:37:07 Chris Dunn, New Leake
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke

STRIP MINE

02:01:80 Andrew Wetherell, Sandhurst
02:04:20 Chris La Rosa, Hunderton
02:08:76 Michael Tokarz, New South Wales
02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke

JUNGLE

03:24:50 Gavin Deadman, Biggin Hill
03:29:74 Chris La Rosa, Hunderton
03:38:90 Michael Tokarz, New South Wales
04:15:73 Chris Dunn, New Leake
05:10:74 Jason Larosa, Pembroke

MOUNTAIN

03:59:70 Gavin Deadman, Biggin Hill
04:11:05 Chris La Rosa, Hunderton
04:52:82 Chris Dunn, New Leake
06:11:83 Andy Green, Kent
06:29:16 Kuljif S Athwal, Dundee

DESERT

03:53:54 Gavin Deadman, Biggin Hill
04:02:57 Chris La Rosa, Hunderton
04:45:18 Chris Dunn, New Leake
05:56:59 Andy Green, Kent
06:05:43 Kuljif S Athwal, Dundee
06:12:21 Andy Murray, Bournemouth

Chameleon Twist

JUNGLE LAND

03:45 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton

Turok

TRAINING LEVEL

2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Extreme G

CITY 1

1:45:65 Ian Lawlor, Churwell
2:02:98 Jon Burrows, Queensland
2:03:91 Sam Doyle, Glossop
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerley

CITY 2

3:07:66 Jon Burrows, Queensland

CITY 3

1:58:36 Jon Burrows, Queensland

DESERT 1

1:59:60 Ian Lawlor, Churwell
2:00:95 Jon Burrows, Queensland
2:02:88 Michael Williams, Exeter

DESERT 2

1:54:70 Jon Burrows, Queensland

DESERT 3

2:27:18 Jon Burrows, Queensland

SPACE STATION 1

1:44:58 Ian Lawlor, Churwell

SPACE STATION 2

2:15:95 Jon Burrows, Queensland

SPACE STATION 3

2:49:41 Jon Burrows, Queensland

Vigilante 3

SURVIVAL MODE

99:56 with 150 kills
84:02 with 115 kills
71:55 with 121 kills
47:56 with 69 kills
Ian Lawlor, Churwell
Ben Andrew, St Ives
Paul Nicholls, Coventry
Alex Cadby, Weston-Super-Mare

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester
01:37 Luke Kemp, Sevenoaks

RENDEZVOUS ON BARKESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:29 John Brennan, Bicester
05:39 Ian Lawlor, Churwell

THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:39 Paul Nicholls, Coventry
05:06 Ian Lawlor, Churwell

THE JADE MOON

01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:02 Ian Lawlor, Churwell
02:45 John Brennan, Bicester

DEFLECTION AT CORELLIA

03:12 Ian Lawlor, Churwell
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llangollen
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

ASSAULT ON KILL II

01:55 Richard Dunn, New Leake
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

01:24 Richard Dunn, New Leake
03:44 John Brennan, Bicester
03:47 Paul Nicholls, Coventry
04:11 Oliver Lonsdale, West Bridgeford
03:32 Ian Lawlor, Churwell

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

BATTLE ABOVE TALORAA

02:02 Danny Dunn, New Leake
03:47 Ian Lawlor, Churwell
06:18 John Brennan, Bicester

ESCAPE FROM FEST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLST

01:43 Richard Dunn, New Leake
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
05:10 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

BATTLE OF HOTH

03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge

02:16 John Brennan, Bicester

Blast Corps

DIAMOND SANDS

1:58:00 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia

SIAMAN ACRES

01:45:15 Mark Nicol, Western Australia

MOON

2:23:10 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Tetrisphere

RESCUE

259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort William
107614300 John Lambrechts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, The Hague, Holland

NAME	SCORE
JAY	145 032 800
BAILEY	35 000 000
GORD	20 000 000
JAY	11 730 000
BRYAN	10 000 000

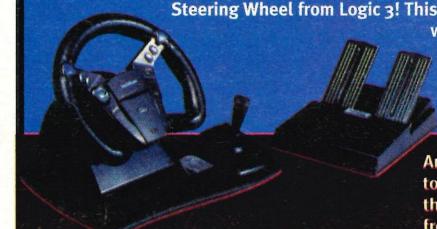
SCOREZONE CHALLENGE

Scorezone Challenge: To work your way to the top and become the Champ!

No-one has managed this yet, so like last month we'd like you to fight your way to the top of the ranks in EA's ace pugilistic punch-'em-up, *Knockout Kings*. So get in your corner and come out fighting!

THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue, the Scorezone gamer who triumphs over all comers to pick up the coveted accolade of the Ultimate Player wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn so it's perfect for anyone flirting with more than one format.



Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

WWF Wrestle

Smell what The Rock's cooking! Or something. Here's the first part of our slamtastic Wrestlemania guide!

The Basics

No matter which wrestler you're playing, you'll be able to use these rather easy moves. The basis of the game is that the longer you hold the button down, the more powerful the move will be. You need to know this – if your opponent is still healthy, using bigger moves probably isn't a good idea as they take longer to do and are easier to reverse. It's better to wear him down and then hit him with the power plays!

ATTACKING

Weak punch/kick: Tap the B button (quick, less damage)
Strong punch/kick: Hold the B button (slow, more damage)

GRAPPLING

Weak Grapple: Tap the A Button (quick, hard to reverse)
Strong Grapple: Hold down the A Button (slow, easier to reverse)



mania 2000



'Stone Cold' Steve Austin

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Austin Punches: D-Pad + B (Hold)
Standing Clothesline: A + B

Front Grapple

Weak Slap: A
Snapmare: A + Left/Right
Eye Rake: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Shoulder Thrusts: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Headlock With Punch: A
Hip Throw: A + Left/Right
Back Body Flip: A + Up
Jawbreaker: A + Down
Knee Strikes: B
Standing Clothesline: B + Left/Right
Thrusting Shoulder Breaker: B + Up
Manhattan Drop: B + Down
Special Stone Cold Stunner: Analogue Stick (Tap)

Standing

Body Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Rear Grapple

Weak Backdrop: A
Forearm Smash: B
Strong School Boy Rollup: A
Sleeper Hold: B
Special Rear Naked Choke: Analogue Stick (Tap)

Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)
Austin Elbow Drop: B
Face Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Sitting Angry Stomp: B
Sleeper Hold: A
Kick: B
Kneeling Camel Clutch: A
Hammer Blow: B

Opponent In Turnbuckle

Front Kick: B
Punch: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-Pad + C Down + A + B
Front, Weak Shoulder Thrusts: A
Punch: B
Front, Strong Knee Strikes: A
Mudhole Stomping: B

Back, Weak Forearm Smash: A/B

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

Back Elbow: B
Weak Monkey Toss: A (Tap)
Shoulder Back Toss: A (Hold)
Strong Sleeper Hold: A (Tap)
Lou Thesz Press Knuckle: A (Hold)
Special Stone Cold Stunner: Analogue Stick (Tap)

Running At Opponent

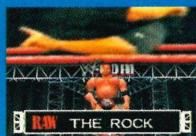
Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Kitchen Sink: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
Flying Clothesline: A/B (Special)
On Mat Back Elbow Drop: A/B

Defensive Pose Strike

(hold R as you rise from the mat)
Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L



The Rock

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Rock Punch: D-Pad + B (Hold)
Standing Clothesline: A + B

Front Grapple

Weak Headlock And Punch: A
Snapmare: A + Left/Right
Eye Rake: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Headlock Takedown: B + Left/Right
Suplex: B + Up
Shoulder Breaker: B + Down
Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Swinging Neck Breaker: A + Up
Small Package Pin: A + Down
DDT: B
Falling Powerslam: B + Left/Right
Stalling Brainbuster: B + Up
Piledriver: B + Down
Special Rock Bottom: Analogue Stick (Tap)

Standing

Elbow Strike: B (Tap)
Hook Punch: D-Pad + B (Tap)

Rear Grapple

Weak Backdrop: A
Shin Breaker: B
Strong Surfboard Stretch: A
Atomic Drop: B
Special Reverse DDT: Analogue Stick (Tap)

Opponent On Mat

Face Up The People's Elbow: A (Near Head, press C Down to jump over opponent when running, then the B Button after bouncing off the ropes to drop the elbow)
Headbutt To Groin: A (Near Feet)
Rock Stomp: B
Face Down Sitting Reverse Armbar: A (Near Head)
Half Crab: A (Near Feet)
Rock Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B

Opponent In Turnbuckle

Front Kick: B
Running Clothesline: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B
Front, Weak Eye Rake On Ropes: A
Shoulder Thrusts: B

Front, Strong Foot Choke: A

Back, Weak Superplex: B
Forearm Smash: A/B

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

Back Elbow: B
Weak Back Toss: A (Tap)
Powerslam: A (Hold)
Strong Sleeper Hold: A (Tap)
Samoa Drop: A (Hold)
Special Rock Bottom: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Diving Forearm Smash: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Knee Drop: A/B

Defensive Pose Strike

(hold R as you rise from the mat)
Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L



Triple H

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Overhand Punch: B (Hold)
Snap Jab: D-Pad + B (Hold)
Diving Clothesline: A + B

Front Grapple

Weak Overhand Punch: A
Snapmare: A + Left/Right
Elbow: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Spinning Neck Breaker: B + Left/Right
Suptex: B + Up
Alternating Knee Strikes: B + Down
Headlock With Punch: A
Double Underhook Suptex: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Reverse Suptex: B + Left/Right
Stall Suptex: B + Up
Powerbomb Pin: B + Down
Special The Pedigree: Analogue Stick (Tap)

Rear Grapple

Weak Backdrop: A
Shin Breaker: B

Strong

School Boy Rollup: A
Spinning Backdrop: B
Reverse Suptex: Analogue Stick (Tap)

**Face**

Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Jumping Double Knee Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Knee Drop: B

**Front,**

Weak Shoulder Thrusts: A
10 Punch: B
Front,
Strong Foot Choke: A
Knee Strikes: B
Back, Forearm Smash: A/B

Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Jumping Elbow Drop: B

Opponent In Turnbuckle

Back Elbow Strike: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Jumping Knee Attack: D-Pad + C Down + A + B

**Weak**

Back, Super Back Drop: A/B
Strong

After Irish Whip On Opponent

Back Elbow: B
Weak Scissors Sweep: A (Tap)
Powerslam: A (Hold)
Strong Tilt-a-whirl Back Breaker: A (Tap)
Manhattan Drop: A (Hold)
Special The Pedigree: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Jumping Knee Attack: C Down + D-Pad + B
Running Clothesline: C Down + A + B + D-Pad

Defensive Pose Strike

(hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L



Mankind

Standing

Hook Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Side Headbutt: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Diving Clothesline: A + B

**Front Grapple**

Weak Overhand Punch: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down

Headlock Takedown: B
Swinging Neck Breaker: B + Left/Right
Suptex: B + Up
Piledriver: B + Down

Strong Russian Leg Sweep: A
Headlock With Punch: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
DDT: B
Double Arm DDT: B + Left/Right
Falling Front Neck Breaker: B + Up
Pulling Piledriver: B + Down
Special Mandible Claw: Analogue Stick (Tap)

Rear Grapple

Weak Backdrop: A
Forearm Smash: B
Strong Face Crusher: A
Back Rake: B
Special Shin Breaker: Analogue Stick (Tap)

**Face**

Down Traditional Elbow Drop: B
Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Jumping Leg Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Knee Drop: B

**Opponent On Mat**

Face Up Mounted Punches: A (Near Head)
Single Leg Crab: A (Near Feet)

Opponent In Turnbuckle

Punch: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-Pad + C Down + A + B

Front,**Shoulder Thrusts: A****Weak**

10 Punch: B
Top Rope Eye Rake: A
Foot Choke: B
Forearm Smash: A/B
Back, Super Back Drop: A/B
Strong

After Irish Whip On Opponent

Short Kick: B
Weak Scissors Sweep: A (Tap)
Shoulder Back Toss: A (Hold)
Strong Abdominal Stretch: A (Tap)
Sleeper Hold: A (Hold)
Special Mandible Claw: Analogue Stick (Tap)

Running At Opponent

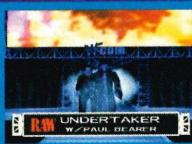
Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Cross Body Block: C Down + D-Pad + B
Kitchen Sink: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
On Mat Back Elbow Drop: A/B

**Defensive Pose Strike**

(hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L



The Undertaker

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)

Cheap Shot To Throat: B (Hold)
Undertaker Punch: D-Pad + B (Hold)
Big Boot: A + B

Front Grapple

Weak

Headbutt: A
Club To Neck: A + Left/Right
Strong Headbutt: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Arm Wrench/Hook Kick: B + Left/Right
Suplex: B + Up

Russian Leg Sweep: B + Down

Strong

Shoulder Thrusts: A
Body Press Drop: A + Left/Right
Snake Eyes: A + Up
Choke Takedown: A + Down
DDT: B

Standing Clothesline: B + Left/Right
Chokeslam: B + Up

Snap Powerbomb: B + Down

Special Tombstone Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Backdrop: A
Forearm Smash: B

Strong Abdominal Stretch: A

Standing Shin Breaker: B
Elbow Strike: B (Tap)
Body Punch: D-Pad + B (Tap)



Special Reverse DDT: Analogue Stick (Tap)

Special

Face

Down Sitting Reverse Armbar: A (Near Head)

Single Leg Crab: A (Near Feet)

Jumping Leg Drop: B

Sitting

Sleeper Hold: A

Hammer Blow: B

Kneeling Camel Clutch: A

Knee Drop: B

Opponent On Mat
Face Up

Darkness Pin: A (Near Head)

Side Leg Lock: A (Near Feet)

Hard Elbow Drop: B

Opponent In Turnbuckle

Front Kick: B

Back Elbow Strike: D-Pad + B

Jumping Body Splash: D-Pad + C Down + B

Running Clothesline: D-Pad + C Down + A + B

Front, Weak Top Rope Eye Rake: A

Knee Strikes: B

Front, Strong Foot Choke: A

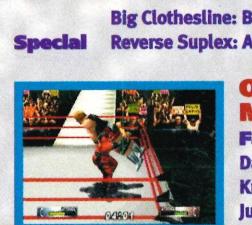
Back, Weak Top Rope Tightrope: B

Forearm Smash: A/B

Opponent On Mat

Big Clothesline: B

Special Reverse Suplex: Analogue Stick (Tap)



Opponent In Turnbuckle
Face Up

Darkness Pin: A (Near Head)

Knee Smash: A (Near Feet)

Jumping Leg Drop: B

Face Camel Clutch: A (Near Head)

Down Knee Stomp: A (Near Feet)

Stomp: B

Sitting Sleeper Hold: A

Hammer Blow: B

Kneeling Camel Clutch: A

Knee Drop: B

Opponent In Turnbuckle
Punch: B

Front Kick: D-Pad + B

Running Clothesline: D-Pad + C Down + B

Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak Shoulder Thrusts: A

Knee Strikes: B

Front, Strong Foot Choke: A

Superplex: B

Back, Weak Forearm Smash: A/B

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent
Back Elbow: B
Weak Monkey Toss: A (Tap)
Back Toss: A (Hold)

Strong Double Handed Choke Lift: A (Tap)
Powerslam: A (Hold)
Special Chokeslam: Analogue Stick (Tap), B + Up



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Yakuza Kick: C Down + D-Pad + B
Flying Somersault Lariat: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Clothesline: A/B
On Mat Knee Drop: A/B

Defensive Pose Strike

(hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



Kane

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)

Overhand Punch: B (Hold)

Uppercut: D-Pad + B (Hold)

Big Dropkick: A + B

Front Grapple

Weak

Headbutt: A
Knee Strike: A + Left/Right
Club To Neck: A + Up

Scoop Slam: A + Down
Rib Breaker: B

Headlock Takedown: B + Left/Right

Suplex: B + Up

Shoulder Breaker: B + Down

Falling Powerslam: A

Choke Takedown: A + Left/Right

Body Press Slam: A + Up

Powerslam: A + Down

Double Handed Lifting Chokehold: B

Standing Clothesline: B + Left/Right

Chokeslam: B + Up

Snap Powerbomb: B + Down

Special Tombstone Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Sidewalk Slam: A

Shin Breaker: B

Strong Sleeper Hold: A

Standing Chop: B (Tap)
Hook Punch: D-Pad + B (Tap)

Special Reverse Suplex: Analogue Stick (Tap)



Opponent On Mat
Face Up

Darkness Pin: A (Near Head)

Knee Smash: A (Near Feet)

Jumping Leg Drop: B

Face Camel Clutch: A (Near Head)

Down Knee Stomp: A (Near Feet)

Stomp: B

Sitting Sleeper Hold: A

Hammer Blow: B

Kneeling Camel Clutch: A

Knee Drop: B

Opponent In Turnbuckle
Punch: B

Front Kick: D-Pad + B

Running Clothesline: D-Pad + C Down + B

Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak Shoulder Thrusts: A

Knee Strikes: B

Front, Strong Foot Choke: A

Superplex: B

Back, Weak Forearm Smash: A/B

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

Counter Kick: B
Weak Back Toss: A (Tap)
Powerslam: A (Hold)
Strong Double Handed Choke Lift: A (Tap)
Tilt-a-whirl Back Breaker: A (Hold)
Special Chokeslam: Analogue Stick (Tap), B + Up



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Low Yakuza Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Kane Diving Lariat: A/B

On Mat Back Elbow Drop: A/B

Defensive Pose Strike

(hold R as you rise from the mat)

Rising Clothesline: R (hold), B

Evasive Roll: R (hold), L



'The Big Show' Paul Wright

StandingSlap: B (Tap)
Chop: D-Pad + B (Tap)Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Spinning Sidekick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Lunging Headbutt: A + B**Front Grapple**Weak Club To Neck: A
Overhand Punch: A +
Left/Right
Giant Headbutt: A + Up
Knee Lift: A + Down
Arm Wrench/Elbow Smash: B
Fallaway Slam: B + Left/Right
Drop Suplex: B + Up
Rib Breaker: B + Down
Russian Leg Sweep: A
Snake Eyes: A + Left/Right
Body Press Slam: A + Up
Shoulder Breaker: A + Down
Knee Smash: B
Standing Clothesline: B + Left/Right
Double Handed Lifting Chokehold: B + Up
Pulling Piledriver: B + Down

Special The Showstopper: Analogue Stick (Tap)

Rear Grapple

Weak Shin Breaker: A

StrongMultiple Headbutts: B
Surboard Stretch: A
Atomic Drop: B
Release German Suplex: Analogue Stick (Tap)**Opponent On Mat**Face Up Choke Hold: A (Near Head)
Headbutt To Groin: A (Near Feet)
High Jumping Elbow: B
Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Jumping Leg Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Knee Drop: B**Opponent In Turnbuckle**Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-Pad + C Down + A + BFront, Weak Foot Choke: A
Front, Strong Big Chop: B
Back, Weak Big Thump: A
Back, Weak Knee Strikes: B
Back, Weak Forearm Smash: A/B**Back, Strong**

Super Back Drop: A/B

After Irish Whip On Opponent

Back Elbow: B

Weak Back Toss: A (Tap)

Monkey Toss: A (Hold)

Strong Powerslam: A (Tap)

Sleeper Hold: A (Hold)

Special The Showstopper: Analogue Stick (Tap)

**Running At Opponent**Running Shoulder Block: C Down + B
Low Yakuza Kick: C Down + A + B
Running Clothesline: C Down + D-Pad + B

Diving Shoulder Block: C Down + A + B + D-Pad

**On Turnbuckle (High Risk Manoeuvres)**

Standing Double Axe Handle: A/B

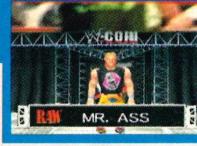
On Mat Back Elbow Drop: A/B

Defensive Pose Strike

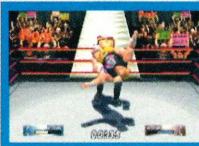
(hold R as you rise from the mat)

Rising Clothesline: R (hold), B

Evasive Roll: R (hold), L



'Mr Ass' Billy Gunn

StandingChop: B (Tap)
Elbow Strike: D-Pad + B (Tap)Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Snap Jab: D-Pad + B (Hold)
Dropkick To Knee: A + B**Front Grapple**Weak Overhand Punch: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Spinning Neck Breaker: B
Arm Wrench/Elbow Smash: B + Left/RightSuplex: B + Up
Jumping Piledriver: B + Down
Shoulder Thrusts: A
Russian Leg Sweep: A + Left/Right
Body Press Slam: A + Up
Small Package: A + Down
DDT: B
Powerslam: B + Left/Right
Stall Suplex: B + Up
Body Press Drop: B + Down
Special Fameasser: Analogue Stick (Tap)**Strong**School Boy Rollup: A
Sleeper Hold: B
Abdominal Stretch Pin: Analogue Stick (Tap)**Opponent On Mat**Face Up Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Stomp: B
Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Elbow Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B**Opponent In Turnbuckle**Front Kick: B
Chop: D-Pad + B
Running Jumping Elbow Smash: D-Pad + C Down + B
Jumping Body Splash: D-Pad + C Down + A + BFront, Weak Shoulder Thrusts: A
Front, Strong 10 Punch: B
Front, Strong Foot Choke: A
Back, Weak Knee Strikes: B
Back, Weak Forearm Smash: A/B**Weak****Back, Strong**

Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak Scissors Sweep: A (Tap)

Back Toss: A (Hold)

Strong Powerslam: A (Tap)

Headscissor Takedown: A (Hold)

Special Fameasser: Analogue Stick (Tap)

**Running At Opponent**Running Shoulder Block: C Down + B
Jumping Back Elbow: C Down + A + B
Running Jumping Elbow Smash: C Down + D-Pad + B

Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

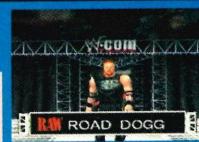
On Mat Knee Drop: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)

Rising Clothesline: R (hold), B

Evasive Roll: R (hold), L



'Road Dogg' Jesse James

Standing

Slap: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Shake Jab: D-Pad + B (Hold)
Flipping Dropkick: A + B

Front Grapple

Weak

Overhand Punch: A
Elbow Strike: A + Left/Right
Headlock And Punch: A + Up
Arm Drag: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B + Left/Right
Snap Suplex: B + Up
Piledriver: B + Down

Strong

Russian Leg Sweep: A
Shoulder Thrusts: A + Left/Right
Reverse Suplex: A + Up
Backslide Pin: A + Down
DDT: B
Giant Headbutt: B + Left/Right
Manhattan Drop: B + Up
Front Face Pancake: B + Down

Special

Shake Rattle And Roll: Analogue Stick (Tap)

Rear Grapple

Weak

Backdrop: A
Forearm Smash: B

Strong

School Boy Rollup: A

Special

Sleeper Hold: B
Stretch Armstrong: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)

Face

Shaky Knee Drop: B
Sitting Reverse Armbar: A (Near Head)

Down

Knee Stomp: A (Near Feet)

Sitting

Stomp: B
Sleeper Hold: A
Hammer Blow: B

Kneeling

Hammer Blow: B
Camel Clutch: A

Shaky Knee Drop: B

Sitting Reverse Armbar: A (Near Head)

Knee Stomp: A (Near Feet)

Stomp: B

Sleeper Hold: A

Hammer Blow: B

Hammer Blow: B

Opponent In Turnbuckle

Front Kick: B
Jab: D-Pad + B
Running Jumping Elbow Smash: D-Pad + C Down + B

Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak Shoulder Thrusts: A

Front, Strong DX Punching and Taunt: B

Back, Strong Superplex: A

Back, Forearm Smash: B

Back, Forearm Smash: A/B

Strong

School Boy Rollup: A
Rear Naked Choke With Scissors: B
Spinning Huracanrana Pin: Analogue Stick (Tap)

Weak

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak Back Toss: A (Tap)

Scissor Sweep: A (Hold)

Strong Monkey Toss: A (Tap)

Sleeper Hold: A (Hold)

Special Shake Rattle And Roll: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B

Running Back Elbow Smash: C Down + A + B

Running Diving Elbow: C Down + D-Pad + B

Running Jumping Elbow Smash: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

Missile Dropkick: A/B (Special)

On Mat Knee Drop: A/B

Double Knee Drop: A/B (Special)

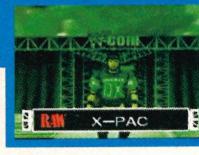


Defensive Pose Strike

(hold R as you rise from the mat)

High Flipping Dropkick: R (hold), B

Evasive Roll: R (hold), L



X-Pac

Standing

Elbow Strike: B (Tap)
Hard Chop: D-Pad + B (Tap)

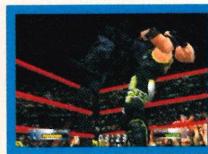
Low Kick: B (Tap)

Spinning Crescent Kick: D-Pad + B (Tap)

Overhand Punch: B (Hold)

Turn Kick: D-Pad + B (Hold)

Spinning Back Kick: A + B



Front Grapple

Weak

Overhand Punch: A
Chop: A + Left/Right
Elbow Strike: A + Up
Snapmare: A + Down
Headlock Takedown: B
Arm Wrench/Hook Kick: B + Left/Right

Snap Suplex: B + Up

Piledriver: B + Down

Headlock With Punch: A

Falling Neck Breaker: A + Left/Right

Head Scissor Takedown: A + Up

Small Package: A + Down

Jaw Breaker: B

Hopping Rolling Clutch Pin: B + Left/Right

Huracanrana Pin: B + Up

Alternating Knee Strikes: B + Down

Special X Factor: Analogue Stick (Tap)

Rear Grapple

Weak Backdrop: A

Jumping Heel Kick: B

Special

School Boy Rollup: A
Rear Naked Choke With Scissors: B
Spinning Huracanrana Pin: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)

Face

Elbow Drop: B
Sitting Reverse Armbar: A (Near Head)

Down

Knee Stomp: A (Near Feet)

Sitting

Stomp: B

Kneeling

Sleeper Hold: A

Hammer Blow: B

Hammer Blow: B

Camel Clutch: A

Hammer Blow: B

Elbow Drop: B

Sitting Reverse Armbar: A (Near Head)

Knee Stomp: A (Near Feet)

Stomp: B

Sleeper Hold: A

Hammer Blow: B

Weak

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak Monkey Toss: A (Tap)

Shoulder Back Toss: A (Hold)

Strong Headscissor Takedown: A (Tap)

Tilt-a-whirl Back Breaker: A (Hold)

Special X Factor: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B

Cross Body Block: C Down + A + B

Flying Somersault Lariat: C Down + D-Pad + B

Running Spin Wheel Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Missile Dropkick: A/B

Diving Spin Wheel Kick: A/B (Special)

On Mat Guillotine Leg Drop: A/B

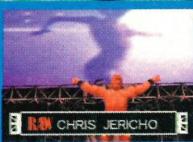
Body Splash: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)

X Pac Chop: R (hold), B

Evasive Roll: R (hold), L



'Y2J' Chris Jericho

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Middle Kick (Long): D-Pad + B (Tap)
Jumping Back Kick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Dropkick to Knee: A + B

**Front Grapple**

Weak Eye Rake: A
Snapmare: A + Left/Right
Club to neck: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Double Underhook Suplex:

B + Left/Right
Snap Suplex: B + Up
Jawbreaker: B + Down
Headlock with Punch: A
Running Knee Strike: A + Left/Right
Back Body Flip: A + Up
Small Package: A + Down
DDT: B
Double Underhook Suplex: B + Left/Right
Stall Suplex: B + Up
Scoop Piledriver: B + Down

Special Triple Powebomb Pin: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Pendulum Back Breaker: B

Strong

German Suplex Pin: A
Release German Suplex: B
Reverse Suplex: Analogue Stick (Tap)

Special

Super Back Drop: A/B

Face Down

Mahistral Cradle: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Stomp: B
Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B

**Opponent On Mat**

Face Up Cocky Pin: A (Near Head)
Lion Tamer/Walls of Jericho: A (Near Feet)
Senton Splash: B

Opponent In Turnbuckle

Chop: B
Middle Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

Big Chop: B

Front, Back,

Frankensteiner: A

Front, Strong, Back,

Tornado DDT: B

Front, Weak, Strong, Back,

Forearm Smash: A/B

Weak

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

Standing Side Kick: B

Weak Scissor Sweep: A (Tap)
Body Press Drop: A (Hold)

Strong Monkey Flip: A (Tap)
Tilt-a-Whirl Backbreaker: A (Hold)

Special Triple Powebomb Pin: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Spinning Heel Kick: C Down + D-Pad + B

Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Diving Moonsault: A/B
Diving Moonsault: A/B (Special)

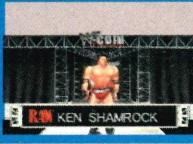
On Mat Missile Dropkick: A/B

Defensive Pose Strike

(hold R as you rise from the mat)

Mini Spinning Heel Kick: R (hold), B

Evasive Roll: R (hold), L



Ken Shamrock

Standing

Body Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Middle Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Muay Thai Roundhouse: A + B

Front Grapple

Weak Knee Lift: A
Snapmare: A + Left/Right
Fireman Carry: A + Up
Scoop Slam: A + Down
Alternating Knee Strikes: B
Arm Wrench/Hook Kick: B + Left/Right
Snap Suplex: B + Up
Russian Leg Sweep: B + Down

Strong DDT: A
Northern Lights Suplex: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Guillotine Choke With Scissors: B
Belly To Back Suplex: B + Left/Right
Huracanrana Pin: B + Up
Rolling Leg Lock: B + Down

Special Fisherman Suplex: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Pendulum Back Breaker: B
Strong Jumping HH Pin: A

Special

German Suplex Pin: B
Jumping Armbar: Analogue Stick (Tap)

Down

Ankle Lock Submission Hold: A (Near Feet)
Knee Drop: B
Sleeper Hold: A
Hammer Blow: B

Sitting

Camel Clutch: A

Kneeling

Knee Drop: B

**Opponent In Turnbuckle**

Front Kick: B
Middle Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
High Flipping Dropkick: D-Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

High Kick: B

Front, Special

Superplex: A

Front, Back,

Knee Strikes: B

Front, Weak, Strong, Back,

Belly To Belly Suplex: Analogue Stick

Front, Weak, Strong, Back,

Forearm Smash: A/B

Weak

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak Powerslam: A (Tap)
Scissor Sweep: A (Hold)

Strong Huracanrana: A (Tap)
Reverse Armbar: A (Hold)

Special Fisherman Suplex: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C Down + B
Jumping Back Elbow Attack: C Down + A + B
Running Spinning Heel Kick: C Down + D-Pad + B

Running Toe Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

Missile Dropkick: A/B (Special)

On Mat Back Elbow Drop: A/B

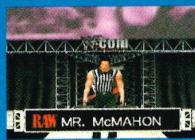
Knee Drop: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)

Jumping Wheel Kick: R (hold), B

Evasive Roll: R (hold), L



Vince McMahon

Standing

Elbow Strike: B (Tap)
Slap: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B

**Front Grapple**

Weak Overhand Punch: A
Overhand Punch: A + Left/Right
Overhand Punch: A + Up
Overhand Punch: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong
Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Small Package: B

Small Package: B + Left/Right
Small Package: B + Up
Small Package: B + Down

Special Mac Stunner: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A
Forearm Smash: B

Strong

Sleeper Hold: A
Sleeper Hold: B
Back Rake: Analogue Stick (Tap)

Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)

Elbow Drop: B
Face Down Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B
Sitting Sleeper Hold: A

Hammer Blow: B
Kneeling Camel Clutch: A

Hammer Blow: B
Opponent In Turnbuckle

Front Kick: B

Front Kick: D-Pad + B
Running Back Elbow Smash: D-Pad + C Down + B

Running Clothesline: D-Pad + C Down + A + B

Front, Weak Top Rope Eye Rake: A
Top Rope Eye Rake: B

Front, Strong Shoulder Thrusts: A

Back, Weak Shoulder Thrusts: B

Back, Strong Forearm Smash: A/B

Front, Weak Super Back Drop: A/B

**After Irish Whip On Opponent**

Back Kick Middle: B

Weak Scissor Sweep: A (Tap)

Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)

Special Mac Stunner: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C

Down + B

Running Shoulder Block: C

Down + A + B

Running Back Elbow Smash: C

Down + D-Pad + B

Running Back Elbow Smash: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B (Special)

On Mat Back Elbow Drop: A/B (Special)

**Defensive Pose Strike** (hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



Shane McMahon

Standing

Slap: B (Tap)
Body Punch: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Body Hook Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Flipping Dropkick: A + B

**Front Grapple**

Weak Overhand Punch: A + Left/Right
Overhand Punch: A + Up
Overhand Punch: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong
Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Alternating Knee Strikes: B
Alternating Knee Strikes: B + Left/Right
Alternating Knee Strikes: B + Up
Alternating Knee Strikes: B + Down
X Factor: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A
Forearm Smash: B

Strong

Sleeper Hold: A
Sleeper Hold: B
Back Drop: Analogue Stick (Tap)

Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)

Elbow Drop: B
Face Down Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B
Sitting Sleeper Hold: A

Hammer Blow: B
Kneeling Camel Clutch: A

Hammer Blow: B
Opponent In Turnbuckle

Front, Weak Top Rope Eye Rake: A
Top Rope Eye Rake: B

Front, Strong Shoulder Thrusts: A

Shoulder Thrusts: B

Special Bronco Buster: Analogue Stick (Tap)
Forearm Smash: A/B
Super Back Drop: A/B

**After Irish Whip On Opponent**

Back Middle Kick: B

Weak Scissor Sweep: A (Tap)

Scissor Sweep: A (Hold)

Strong Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)

Special X Factor: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B

Running Shoulder Block: C Down + A + B

Running Back Elbow Smash: C Down + D-Pad + B

Running Back Elbow Smash: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B (Special)

On Mat Back Elbow Drop: A/B (Special)

Rounding Splash: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L

Test

**Standing**

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Big Boot: D-Pad + B (Hold)
Big Dropkick: A + B

**Front Grapple**

Weak Elbow To Back Of Head: A
Elbow Strike: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B

Spinning Neck Breaker: B + Left/Right
Suptex: B + Up
Piledriver: B + Down

Strong
Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
DDT: B + Left/Right
Test Neck Breaker: B + Up
Kneeling Powerbomb Pin: B + Down

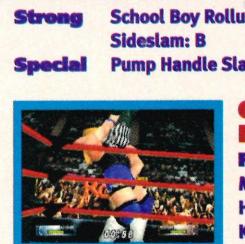
Special
Gutwrench Powerbomb: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B

Strong

School Boy Rollup: A
Sideslam: B
Pump Handle Slam: Analogue Stick (Tap)

**Opponent On Mat**

Face Up
Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Stomp: B
Sleeper Hold: A
Hammer Blow: B

Kneeling

Hammer Blow: B
Camel Clutch: A

Weak

Back, Strong
Super Back Drop: A/B

**After Irish Whip On Opponent**

Counter Kick: B
Weak Back Toss: A (Tap)
Powerslam: A (Hold)

Strong

Sleeper Hold: A (Tap)
Double Handed Choke Lift: A (Hold)

Special

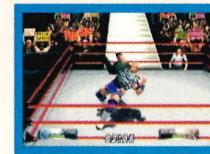
Gutwrench Suplex: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Running Jumping Yakuza Kick: C Down + A + B + D-Pad

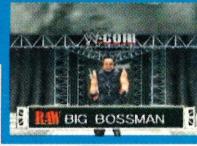
On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
On Mat Elbow Drop: A/B

**Defensive Pose Strike** (hold R as you rise from the mat)

Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L

The Big Boss Man

**Standing**

Body Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Bossman Uppercut: D-Pad + B (Hold)
Big Dropkick: A + B

**Front Grapple**

Weak Eye Rake: A
Strong Headbutt: A + Left/Right
Knee Lift: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B

Spinning Neck Breaker: B + Left/Right
Suptex: B + Up
Piledriver: B + Down

Strong
Headlock With Punch: A
Double Underhook Suplex: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Rib Breaker: B + Left/Right
Double Handed Lifting Chokehold: B + Up
Jumping Piledriver: B + Down
Bearhug: Analogue Stick (Tap)

Special
Bearhug: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B

Strong

Sideslam: A
Bulldog: B
Reverse Suplex: Analogue Stick (Tap)

Weak

Back, Strong
Super Back Drop: A/B

**Opponent On Mat**

Face Up Face Stretch: A (Near Head)
Knee Smash: A (Near Feet)
Knee Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Elbow Drop: B
Sleeper Hold: A
Hammer Blow: B

Kneeling

Hammer Blow: B
Camel Clutch: A

After Irish Whip On Opponent

Counter Kick: B

Weak

Shoulder Back Toss: A (Tap)

Strong

Monkey Toss: A (Hold)

Special

Spine Buster: A (Tap)

Power Slam: A (Hold)

Bossman Slam: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Jumping Back Elbow Attack: C Down + D-Pad + B
Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Body Splash: A/B

Opponent In Turnbuckle

Body Punch: B
Front Kick: D-Pad + B
Running Body Avalanche: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak

Top Rope Eye Rake: A

Front, Strong

10 Punch: B

Strong Back

Shoulder Thrusts: A

Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L

June 1999



Farooq

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Big Dropkick: A + B

Front Grapple

Weak	Elbow To Back Of Head: A Snapmare: A + Left/Right Double Axe Handle: A + Up Scoop Slam: A + Down Headlock Takedown: B Rib Breaker: B + Left/Right Drop Suplex: B + Up Jaw Breaker: B + Down
Strong	Headlock With Punch: A Back Body Flip: A + Left/Right Body Press Slam: A + Up Small Package: A + Down DDT: B Thrusting Shoulder Breaker: B + Left/Right Reverse Suplex: B + Up Snap Powerbomb: B + Down
Special	Dominator: Analogue Stick (Tap)

Rear Grapple

Weak	Back Drop: A Shin Breaker: B
Strong	Abdominal Stretch: A

Special

Atomic Drop: B
Release German Suplex: Analogue Stick (Tap)



Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Jumping Leg Drop: B

Sleeper Hold: A

Kick: B

Kneeling

Camel Clutch: A

Hammer Blow: B

Front, Weak

Top Rope Eye Rake: A

Shoulder Thrusts: B

Front, Strong

Foot Choke: A

Back, Weak

Knee Strikes: B

Forearm Smash: A/B

Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Boston Crab: A (Near Feet)
Falling Headbutt: B

Back, Strong

Super Back Drop: A/B

After Irish Whip On Opponent

Back Kick Middle: B

Weak Scissor Sweep: A (Tap)

Samoan Drop: A (Hold)

Strong Powerslam: A (Tap)

Spinebuster: A (Hold)

Special Dominator: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C

Down + B

Running Back Elbow

Smash: C Down + A + B

Running Clothesline: C

Down + D-Pad + B

Running Heavy Dropkick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Clothesline: A/B

On Mat Back Elbow Drop: A/B



Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



Bradshaw

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Big Boot: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Standing Clothesline: A + B



Front Grapple

Weak	Overhand Punch: A Eye Rake: A + Left/Right Club To Neck: A + Up Scoop Slam: A + Down Headlock Takedown: B Swinging Neck Breaker: B + Left/Right Suplex: B + Up Piledriver: B + Down
Strong	Russian Leg Sweep: A Fallaway Slam: A + Left/Right Chop Down: A + Up Small Package: A + Down DDT: B Standing Clothesline: B + Left/Right Manhattan Drop: B + Up Snap Powerbomb: B + Down
Special	Strong Lariat: Analogue Stick (Tap)
Rear Grapple	

Special

Full Nelson Slam: B
Tiger Suplex: Analogue Stick (Tap)



Face Down

Elbow Drop: B
Rear Naked Choke: A (Near Head)
Reverse Achilles Lock: A (Near Feet)

Sitting

Stomp: B

Sleeper Hold: A

Kick: B

Kneeling

Camel Clutch: A

Knee Drop: B

Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Single Leg Crab: A (Near Feet)

Weak Back, Strong

Super Back Drop: A/B

After Irish Whip On Opponent

Short Kick: B

Weak Shoulder Back Toss: A (Tap)

Body Press Drop: A (Hold)

Strong Powerslam: A (Tap)

Spinebuster: A (Hold)



Running At Opponent

Running Shoulder Block: C

Down + B

Diving Shoulder Block: C

Down + A + B

Clothesline With Hell: C

Down + D-Pad + B

Running High Front Kick: C Down + A + B + D-Pad

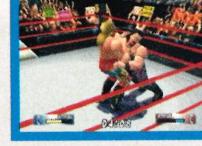


Opponent In Turnbuckle

Front Kick: B
Chop: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Knee Lift: D-Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A
10 Punch: B
Multiple Clothesline: A
Knee Strikes: B
Forearm Smash: A/B



Defensive Pose Strike (hold R as you rise from the mat)

Rising Clothesline: R (hold), B

Evasive Roll: R (hold), L

Weak Back Drop: A
Pendulum Back Breaker: B
Pump Handle Suplex: A



Val Venis

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)

Big Dropkick: B (Hold)

Overhand Punch: D-Pad + B (Hold)

Diving Clothesline: A + B



Front Grapple

Weak Overhand Punch: A
Snapmare: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Rib Breaker: B
Double Underhook Suplex: B + Left/Right
Suplex: B + Up
Russian Leg Sweep: B + Down

Strong
Headlock With Punch: A
Running Knee Strike: A + Left/Right
T-Bone Suplex: A + Up
Small Package: A + Down

Manhattan Drop: B
DDT: B + Left/Right
Stall Suplex: B + Up
Powerbomb Pin: B + Down

Special
Fisherman Suplex: Analogue Stick (Tap)

Rear Grapple

Weak
Back Drop: A
Pendulum Back Breaker: B

Strong

School Boy Rollup: A
German Suplex Pin: B
Blue Thunder Pin: Analogue Stick (Tap)

Special

Super Back Drop: A/B

Weak

Back, Strong
Super Back Drop: A/B



Opponent On Mat

Face Up Grind And Punch: A (Near Head)
Single Leg Crab: A (Near Feet)
Falling Headbutt: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Hard Elbow Drop: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Hammer Blow: A
Hammer Blow: B



Opponent In Turnbuckle

Front Kick: B
Chop: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B

Back, Up

Superplex: A

Sitting

Knee Strikes: B

Kneeling

Forearm Smash: A/B

After Irish Whip On Opponent

Back Middle Kick: B
Weak Back Toss: A (Tap)

Strong
Scissor Sweep: A (Hold)
Spine Buster: A (Tap)
Powerslam: A (Hold)

Special
Fisherman Suplex: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C
Down + B
Running Back Elbow Smash: C Down + A + B
Jumping High Front Kick: C Down + D-Pad + B
Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Body Splash: A/B
Money Shot: A/B (Special)



Defensive Pose Strike

(hold R as you rise from the mat)
Body Tackle: R (hold), B
Evasive Roll: R (hold), L



The Godfather

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick: B (Tap)

Low Kick: D-Pad + B (Tap)

Standing Clothesline: B (Hold)

Hook Punch: D-Pad + B (Hold)

Spinning Sidekick: A + B



Front Grapple

Weak Overhand Punch: A
Club To Neck: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down

Headlock Takedown: B
Arm Wrench/Hook Kick: B + Left/Right

Suplex: B + Up

Falling Powerslam: B + Down

Headlock With Punch: A

Spinning Neck Breaker: A + Left/Right

Snake Eyes: A + Up

Backslide Pin: A + Down

Manhattan Drop: B

Standing Clothesline: B + Left/Right

Stall Suplex: B + Up

Front Powerslam: B + Down

Special
Pimp Drop: Analogue Stick (Tap)

Rear Grapple

Weak
Back Drop: A
Abdominal Stretch: B

Strong

School Boy Rollup: A
Atomic Drop: B

Special

Reverse Suplex: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Wishbone: A (Near Feet)
Jumping Leg Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Stomp: B

Kneeling

Sleeper Hold: A

Hammer Blow: B

Front, Up

Hammer Blow: A

Front, Strong

Hammer Blow: B

Back, Weak

Forearm Smash: A/B

Back, Strong
Super Back Drop: A/B



After Irish Whip On Opponent

High Flipping Dropkick: B

Weak Shoulder Back Toss: A (Tap)

Monkey Toss: A (Hold)

Strong Manhattan Drop: A (Tap)

Powerslam: A (Hold)

Special Pimp Drop: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B

Running Back Elbow Smash: C Down + A + B

Diving Shoulder Block: C Down + D-Pad + B

Running Clothesline: C Down + A + B + D-Pad



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Body Avalanche: D-Pad + C Down + B
Running Clothesline: D-Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B

Front, Strong

Superplex: A

Front, Strong

Knee Strikes: B



Defensive Pose Strike

(hold R as you rise from the mat)

Rising Clothesline: R (hold), B

Evasive Roll: R (hold), L



Jeff Jarrett

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)

Front Kick: B (Tap)
Low Kick: D-Pad + B (Tap)
Flipping Dropkick: B (Hold)
Uppercut: D-Pad + B (Hold)
Spinning Sidekick: A + B



Front Grapple

Weak Overhand Punch: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B

Strong Spinning Neck Breaker: B + Left/Right
Suplex: B + Up
Jaw Breaker: B + Down
Russian Leg Sweep: A
Fallaway Slam: A + Left/Right
Back Body Flip: A + Up
Backslide Pin: A + Down
DDT: B
Standing Clothesline: B + Left/Right
Stall Suplex: B + Up
Double Underhook DDT: B + Down
Special Front Face Buster: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A

Strong

Sleeper Hold: B
School Boy Rollup: A
Abdominal Stretch: B

Special

German Suplex Pin: Analogue Stick (Tap)

Face Down

Jumping Punch: B
Sitting Reverse Armbar: A (Near Head)
Indian Deathlock: A (Near Feet)

Sitting

Stomp: B
Sleeper Hold: A

Kneeling

Hammer Blow: B
Hammer Blow: B
Camel Clutch: A



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)

Face Down
Jumping Punch: B
Sitting Reverse Armbar: A (Near Head)
Indian Deathlock: A (Near Feet)

Sitting
Stomp: B
Sleeper Hold: A

Kneeling
Hammer Blow: B
Hammer Blow: B
Camel Clutch: A

Front, Strong
Back, Weak
Back, Strong

Foot Choke: A
Knee Strikes: B
Forearm Smash: A/B
Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B
Weak Monkey Toss: A (Tap)
Spine Buster: A (Hold)
Strong Sleeper Hold: A (Tap)
Powerslam: A (Hold)
Special Front Face Buster: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Cross Body Block: C Down + D-Pad + B
Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
Flying Body Press: A/B (Special)
On Mat Back Elbow Drop: A/B
Body Splash: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L



D'Lo Brown

Standing

Slap: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Flipping Dropkick: A + B



Front Grapple

Weak Overhand Punch: A
Snapmare: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

Strong Arm Wrench/Elbow Smash: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Headlock With Punch: A
Fallaway Slam: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Mahattan Drop: B
DDT: B + Left/Right
Sambo Suplex: B + Up
Running Powerbomb Pin: B + Down
Special Sky High: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Sideslam: B

Strong

School Boy Rollup: A
Pendulum Back Breaker: B
German Suplex Pin: Analogue Stick (Tap)

Special

Front, Weak
Back, Strong

Back, Weak
Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Texas Cloverleaf: A (Near Feet)

Face Down
D'Lo Leg Drop: B
Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting
Knee Drop: B
Sleeper Hold: A

Kneeling
Hammer Blow: B
Hammer Blow: B
Camel Clutch: A



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Body Avalanche: D-Pad + C Down + B
Running Clothesline: D-Pad + C Down + A + B

Front, Weak
Front, Strong
Front, Strong

Shoulder Thrusts: A
10 Punch: B
Superplex: A
Frankensteiner: B

Strong Powerslam: A (Tap)
Tilt-a-whirl Sideslam: A (Hold)
Special Sky High: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Cross Body Block: C Down + A + B
Jumping Calf Kick: C Down + D-Pad + B
Jumping Back Elbow Attack: C Down + A + B + D-Pad

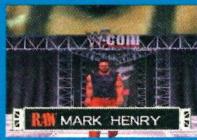
On Turnbuckle (High Risk Manoeuvres)

Standing Missile Dropkick: A/B
Flying Body Press: A/B (Special)
On Mat Moonsault Splash: A/B
The Low Down: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)
Jumping Wheel Kick: R (hold), B
Evasive Roll: R (hold), L

Mark Henry

**Standing**

Slap: B (Tap)
Chop: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Three Point Stance Charge: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Standing Clothesline: A + B

Front Grapple

Weak Club To Neck: A
Knee Lift: A + Left/Right
Double Axe Handle: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B + Left/Right

Suplex: B + Up
Falling Powerslam: B + Down
Russian Leg Sweep: A
Gordbuster: A + Left/Right
Body Press Slam: A + Up
Small Package: A + Down
DDT: B
Standing Clothesline: B + Left/Right
Stall Suplex: B + Up

Front Powerslam: B + Down
Special Bearhug: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B

Strong

Sideslam: A
Atomic Drop: B

Special Full Nelson Slam: Analogue Stick (Tap)

Face Down

Rear Naked Choke: A (Near Head)
Single Leg Crab: A (Near Feet)

Stomp: B
Sleeper Hold: A

Sitting

Hammer Blow: B
Camel Clutch: A
Hammer Blow: B

Kneeling

Hammer Blow: B

Front, Weak

Shoulder Thrusts: A

10 Punch: B

Front, Strong

Foot Choke: A
Big Thump: B

Back,

Forearm Smash: A/B

Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Death From Above: B

Face Up

Rear Naked Choke: A (Near Head)
Single Leg Crab: A (Near Feet)

Stomp: B
Sleeper Hold: A

Sitting

Hammer Blow: B
Camel Clutch: A
Hammer Blow: B

Kneeling

Hammer Blow: B

Weak

Back, Strong Super Back Drop: A/B

**After Irish Whip On Opponent**

Short Kick: B
Weak Back Toss: A (Tap)
Body Press Slam: A (Hold)

Strong

Powerslam: A (Tap)
Tilt-a-whirl Sideslam: A (Hold)

Special Bearhug: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Diving Shoulder Block: C Down + A + B + D-Pad

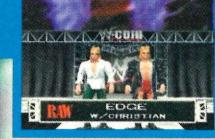
On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B (Special)
On Mat Body Splash: A/B (Special)

**Defensive Pose Strike**

(hold R as you rise from the mat)
Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L

Edge

**Standing**

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Flipping Dropkick: A + B

**Front Grapple**

Weak Elbow Strike: A
Knee Lift: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

Arm Wrench/Elbow Smash: B + Left/Right
Suplex: B + Up

Piledriver: B + Down
Headlock With Punch: A
Sambo Suplex: A + Left/Right
Belly To Belly Suplex: A + Up
Small Package: A + Down
Swinging DDT: B
Climb Up Wheel Kick: B + Left/Right
Huracanrana Pin: B + Up
Northern Lights Suplex: B + Down
Special Downward Spiral: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Face Crusher: B

Strong

School Boy Rollup: A

Full Nelson Slam: B
Electric Chair Drop: Analogue Stick (Tap)

Face Down

Rear Naked Choke: A (Near Head)

Single Leg Crab: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A

Hammer Blow: B

Kneeling

Hammer Blow: B

Camel Clutch: A

Hammer Blow: B

Front, Weak

Shoulder Thrusts: A

High Kick: B

Front, Strong

Tornado DDT: A

Frankensteiner: B

Back,

Forearm Smash: A/B

Opponent On Mat

Face Up Choke Hold: A (Near Head)
Side Leg Lock: A (Near Feet)
Elbow Drop: B

Face Up

Rear Naked Choke: A (Near Head)

Single Leg Crab: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A

Hammer Blow: B

Kneeling

Hammer Blow: B

Camel Clutch: A

Hammer Blow: B

Weak

Back, Strong Super Back Drop: A/B

**After Irish Whip On Opponent**

Back Elbow: B
Monkey Toss: A (Tap)

Huracanrana: A (Hold)

Strong Powerslam: A (Tap)

Headscissor Takedown: A (Hold)

Special Downward Spiral: Analogue Stick (Tap)

**Running At Opponent**

Cross Body Block: C Down + B
Running Spin Wheel Kick: C Down + A + B
Jumping Calf Kick: C Down + D-Pad + B
Edge Spear: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Missile Dropkick: A/B

Flying Body Press: A/B (Special)

On Mat Diving Headbutt: A/B

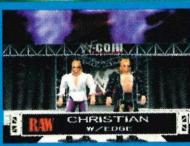
Frog Splash: A/B (Special)

Defensive Pose Strike

(hold R as you rise from the mat)

Jumping Wheel Kick: R (hold), B

Evasive Roll: R (hold), L



Christian

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Flipping Dropkick: A + B

Front Grapple

Weak Elbow Strike: A
Arm Drag: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B + Left/Right
Suplex: B + Up
Piledriver: B + Down

Strong Shoulder Thrusts: A
Sambo Suplex: A + Left/Right
Belly To Belly Suplex: A + Up
Small Package: A + Down
DDT: B
Climb Up Wheel Kick: B + Left/Right
Huracanrana Pin: B + Up
Northern Lights Suplex: B + Down
Powerbomb Pin: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Pendulum Back Breaker: B
Strong School Boy Rollup: A

Special

Diving Reverse DDT: B
The Impaler: Analogue Stick (Tap)

Face Down

Rear Naked Choke: A (Near Head)
Single Leg Crab: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A

Hammer Blow: B

Kneeling

Camel Clutch: A

Knee Drop: B

Front, Weak

Shoulder Thrusts: A

High Kick: B

Front, Strong

Tornado DDT: A

Frankensteiner: B

Back, Weak

Forearm Smash: A/B

Opponent On Mat

Face Up Choke Hold: A (Near Head)
Side Leg Lock: A (Near Feet)
Jumping Double Knee Drop: B

Strong

Forearm Smash: B

School Boy Rollup: A

Bulldog: B

Special

Tiger Suplex: Analogue Stick (Tap)

Back, Strong

Super Back Drop: A/B



After Irish Whip On Opponent

Back Elbow: B
Weak Monkey Toss: A (Tap)
Huracanrana: A (Hold)

Strong

Powerslam: A (Tap)
Headscissor Takedown: A (Hold)

Special Powerbomb Pin: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Jumping Elbow Smash: C Down + A + B
Running Spin Wheel Kick: C Down + D-Pad + B
Jumping Calf Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Missile Dropkick: A/B
Flying Body Press: A/B (Special)

On Mat Frog Splash: A/B

Elbow Drop: A/B (Special)



Defensive Pose Strike

(hold R as you rise from the mat)
Jumping Wheel Kick: R (hold), B
Evasive Roll: R (hold), L



Gangrel

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Shuffle Sidekick: A + B

Front Grapple

Weak Eye Rake: A
Snapmare: A + Left/Right
Overhand Punch: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B + Left/Right
Stall Suplex: B + Up
Piledriver: B + Down

Strong Headlock With Punch: A
Double Arm Belly To Belly Suplex: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
DDT: B
Giant Headbutt: B + Left/Right
Thrusting Shoulder Breaker: B + Up
Double Arm Flip Suplex Pin: B + Down
Implant DDT: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A

Strong

Forearm Smash: B

School Boy Rollup: A

Bulldog: B

Special

Tiger Suplex: Analogue Stick (Tap)

Face Down

Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A

Hammer Blow: B

Kneeling

Camel Clutch: A

Hammer Blow: B

Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B
Front, Weak Shoulder Thrusts: A
10 Punch: B
Superplex: A
Front, Strong Tornado DDT: B
Back, Weak Forearm Smash: A/B

Back, Strong

Super Back Drop: A/B

After Irish Whip On Opponent

Back Elbow: B

Weak Back Toss: A (Tap)

Scissor Sweep: A (Hold)

Strong Body Press Drop: A (Tap)

Powerslam: A (Hold)

Special Implant DDT: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B

Running Spin Wheel Kick

C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Body Press: A/B

On Mat Diving Headbutt: A/B

Frog Splash: A/B (Special)

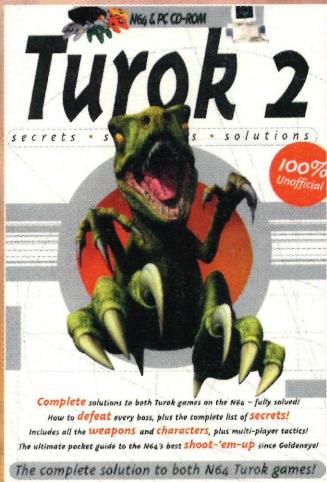


Defensive Pose Strike

(hold R as you rise from the mat)
Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L

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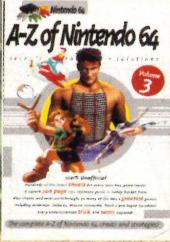
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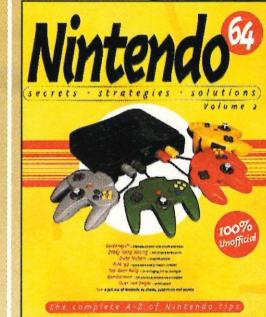
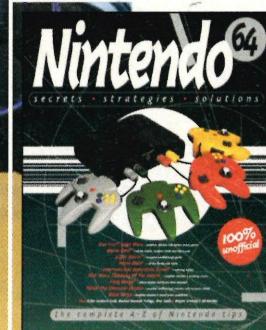


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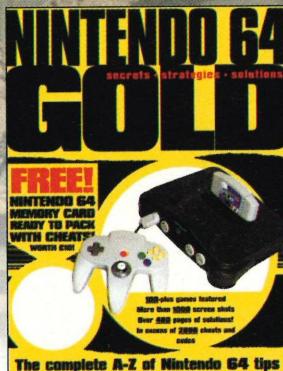


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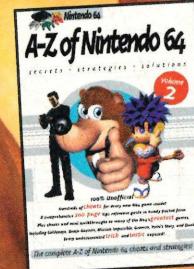
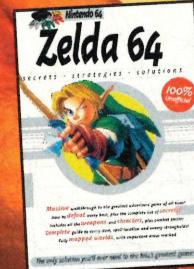
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SOLD OUT

Nindex

92

90%
and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.



95%
and above

The Gold Medal Award only goes to those few games that you absolutely *must* own!

NINDEX KEY

Game Name	Self-explanatory, really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE

DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLER Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly [but not always] involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes



The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

Game Name	Company	Platform	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	●	17	82% The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	● ● ● ●	32	80% Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	● ●	29	52% Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	●	15	20% Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	●	15	40% Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2	● ●	14	73% Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	● ●	16	84% Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	● ● ● ●	27	85% Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4	●	24	70% Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	● ● ● ●	34	81% Turok-based alien blaster – good but slightly outdated.
Augusta Masters '98	T&E Soft	1-4	●	17	25% Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	● ● ●	8	68% Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	●	16	90% Excellent (if slightly easy) adventure.
Battletanx	3DO	1-4	● ●	26	78% Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4	● ● ●	25	83% Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	● ●	19	82% Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	●	3	80% Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1	●	20	82% Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●	9	80% Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	●	21	49% Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●	12	65% Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	● ●	18	82% Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	● ●	15	91% Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	● ●	22	90% As BAM2, but now for four players!
California Speed	Midway	1-2	● ●	26	45% Tragically bad sequel to Cruis'n USA and World.
Castlevania	Konami	1	●	24	85% Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4	●	10	64% Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	● ●	23	75% More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	●	29	68% Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	●	34	69% South Park version of Mario Party, more a renter than a buyer.
Chopper Attack	GT Interactive	1	●	18	70% Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	●	8	8% The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1	● ● ●	30	90% Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2	●	10	22% Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	● ●	18	23% A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2	● ●	4	47% Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	● ●	34	74% Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	● ●	7	84% Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4	● ● ●	34	93% Huge platform adventure that's like Banjo, only more so.
Doom 64	GT Interactive	1	●	1	70% Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1		3	30% Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	●	9	18% Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	●	7	81% Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	● ● ●	27	89% Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	●	33	90% Thoroughly mad and highly entertaining platformer.
Extreme 6	Acclaim	1-4	● ●	7	77% Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●	6	63% Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	●	18	94% Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	● ● ● ●	30	90% Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●	2	19% A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	● ●	24	91% Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●	9	80% Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	● ●	11	80% One of the better N64 fighters.
Fighting Force 64	Crave	2	● ●	29	62% Past-it PlayStation port.

OUR TOP TEN

1: GOLDENEYE



2: ZELDA



3: ISS '98



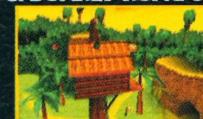
4: TUROK: RAGE WARS



5: WORMS: ARMAGEDDON



6: DONKEY KONG 64



7: F-1 WGP



8: QUAKE II

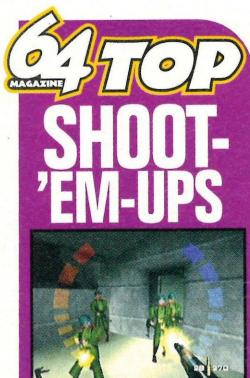


9: RAINBOW SIX



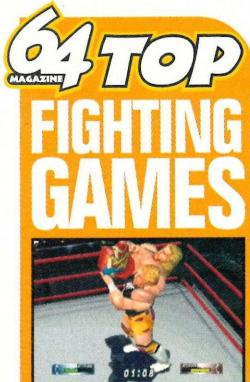
10: WWF WRESTLEMANIA 2000





64 TOP SHOOT-'EM-UPS

- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Rainbow Six 92%
- 4 Star Wars: Rogue Squadron 92%
- 5 Jet Force Gemini 91%



64 TOP FIGHTING GAMES

- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena Warrior Princess 85%

Game Name	Company	Platform	Issue	Score	Comment
Flying Dragon	Interplay	1-2	● ● ●	30 78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	● ● ● ●	14 86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4	● ● ●	17 90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	● ● ●	21 62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4	● ● ● ●	33 82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	● ● ●	18 80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	● ● ● ●	33 73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4		3 10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	● ● ●	20 85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2		24 80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	● ● ●	5 95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	● ● ●	16 64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4	● ● ●	5 30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	● ● ●	21 54%	Attractive, but repetitive, junior RPG with too many random battles.
Hybrid Heaven	Konami	1-2	● ● ● ●	32 81%	Interesting sci-fi adventure let down by a few rough edges.
Iggy's Reckin' Balls	Acclaim	1-4	● ● ● ●	17 83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2	● ● ●	33 84%	Oddly compelling fishing sim, but not for everyone.
ISS 64	Konami	1-4	● ● ●	3 93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	● ● ●	18 95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4	● ●	6 44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	● ●	8 60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	● ●	31 88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3		14 30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	● ● ●	33 91%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	● ● ●	8 76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	● ● ●	29 70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	● ● ●	3 70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4	● ● ●	22 26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	● ● ●	33 90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	● ● ●	21 96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	● ● ●	28 82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	● ● ● ●	34 76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	● ●	21 90%	Very playable anime-style tennis game.

TEST OF TIME

Cast your mind back to the hazy days of 64 MAG 29, six issues



back, a strange time when Steps ruled the charts and there was a hot yellow ball in the sky. Have the games we reviewed back then also become distant memories?



WORLD DRIVER CHAMPIONSHIP

Midway • £44.99 • Original Rating: 79%

A controversial review – we just didn't think it was that great to play, no matter what other mags said. Are we going to say that we were wrong? No. (Duh.) We still think it looks good, but lacks excitement.

77%

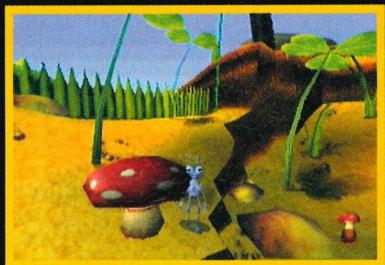


MYSTICAL NINJA 2 TARRING GOEMON

Konami • £49.99 • Original Rating: 86%

It didn't set the world alight in terms of sales, but that doesn't stop *Goemon 2* from being a very entertaining old-style platformer. It's that mad Japanese atmosphere we can't resist. And Yae's a babe.

25%



A BUG'S LIFE

Activision • £39.99 • Original Rating: 59%

After many delays, the game is just about due to appear over here. It shouldn't bother, because it's actually not all that good. "The kids'll love it!" some may say. No they won't – the kids aren't stupid. This is generic platform tosh.

52%

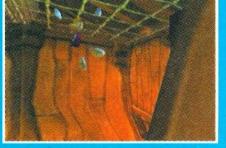
Game Name	Company	Issue	Score	Comment
Lylat Wars	Nintendo	1-4	5	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	Tetris with Mickey Mouse. Stunning. [Note the sarcasm.]
Mario Golf	Nintendo	4	29	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	Fun but simple multiplayer party game.
Michael Owen's WLS 2000	THQ	4	31	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	23	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	33	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1	18	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	9	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	31	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	29	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	Rubbish arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4	22	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4	22	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	12	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	27	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2	22	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	7	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	21	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4	34	The best American football game you can buy.
NHL '99	EA Sports	1-4	20	The best ice hockey game on the market.

64 TOP ADVENTURE GAMES



1	Zelda	96%
2	Silicon Valley	87%
3	Castlevania	85%
4	Hybrid Heaven	81%
5	Mystical Ninja	80%

64 TOP PLATFORM GAMES



1	Rayman 2	94%
2	Donkey Kong 64	93%
3	Super Mario 64	92%
4	Shadow Man	92%
5	Rocket: Robot On Wheels	91%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!



4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



**64 TOP
RACING GAMES**



1	F-1 World Grand Prix	94%
2	Micro Machines Turbo 64	90%
3	F-Zero X	90%
4	F-1 World Grand Prix II	90%
5	Roadsters	87%

**64 TOP
SPORTS GAMES**



1	ISS '98	95%
2	ISS 64	93%
3	Michael Owen's WLS2K	91%
4	FIFA '99	91%
5	Knockout Kings 2000	90%

Game Name	Company	Platform	Issue	Score	Comment
NHL Breakaway '98	Acclaim	1-4	● ● ●	12	80% Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	● ● ●	25	74% Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	●	24	55% Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2	● ● ●	17	27% Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle 64	Nintendo	1		31	77% Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4	● ● ●	12	70% Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1	● ● ●	34	41% Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4	● ● ●	23	66% Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1	●	1	76% Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1		32	88% Strange but compelling photo-safari game.
Pocket Monsters Stadium	Nintendo	1-4	●	19	46% Cute but dull fantasy animal fighter, intended for young kids.
Premier Manager 64	Gremlin	4	●	29	85% Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2		8	87% Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4	●	16	80% Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2	● ● ●	13	74% Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4	● ● ● ●	30	93% Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	● ● ●	25	87% Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2	● ●	34	92% Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	● ●	21	79% Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	● ● ●	26	25% Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	● ● ●	13	38% Boring conversion of a dull old arcade game.
Rayman 2: The Great Escape	Ubi Soft	1	● ● ● ●	33	94% Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	● ● ●	34	75% Unsuccessful N64 port of the much better Dreamcast game.
Re-Volt	Acclaim	1-4	● ● ● ●	30	90% Genuinely enjoyable radio-controlled car racer.
Road Rash 64	THQ	1-4	● ● ● ●	34	79% Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	● ● ● ●	33	86% Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	● ●	17	79% No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1	● ● ●	34	91% Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4	● ●	30	44% Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	● ● ●	22	80% SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	● ● ●	9	70% Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	● ● ●	21	81% Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1	● ●	30	45% Brain-grindingly boring adventure with no action.

64 MAG'S MOST WANTED



PERFECT DARK

April. Just keep saying to yourself "It's not that far away. It's not that far." Then hope with all your heart that it doesn't get put back again. Rare couldn't be that cruel... surely?

**ZELDA: THE
CONTINUING
SAGA**

It might win some kind of award for the longest name since, er, the last *Zelda* game, but we're sure it'll be worth the wait!

**ISS
MILLENNIUM**

It's been two years since Konami gave us what many consider to be the best football game ever – can they outdo themselves with this new version? Early reports say yes...

**CASTLEVANIA
2**

The second Konami game in the section this issue, and unless the Japanese codesters pull something out of their hat, probably their last N64 game. But they'll go out in style!

STARCRAFT

Plenty of PC boffins claim this as the best realtime strategy game around. Naturally, it's coming to the N64. Equally naturally, it's been delayed again, this time to around April. Hey, buy it with *Perfect Dark*!

Game Name	Company	Platform	Issue	Score	Comment
Shadow Man	Acclaim	1	30	92%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	1	58%	Duff Star Wars tie-in made up of [mostly dodgy] sub-games.
Sim City 2000	Imagineer	1	12	60%	Japanese text-filled version of the old PC game.
Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Ats	1-4	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	49%	Useless giant robot fighter.
Tamagotchi World	Bandai	1-4	11	66%	Japanese board game based on Tamagotchi.
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
The New Tetris	Nintendo	1-4	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	31	87%	Amusing platformer that's somewhat on the easy side.
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough hot opponents.
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of WCW Vs NWO World Tour, slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
WinBack	Koei	1-4	34	88%	Almost an N64 Metal Gear Solid, but slightly flawed.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/ PUZZLE

1 Bust-A-Move 2 91%
2 Bust-A-Move 3DX 90%
3 Puyo Puyo Sun 64 87%
4 Wetrix 86%
5 Lode Runner 82%

97

64 TOP STRATEGY/ SIMULATION GAMES

1 Command & Conquer 90%
2 Premier Manager 64 85%
3 Blast Corps 80%
4 Ogre Battle 64 77%
5 Pilotwings 76%

64 Magazine Issue 35 1999

64 TOP BAD GAMES

1 Carmageddon 4%
2 Clayfighter 8%
3 The Glory Of St Andrews 10%
4 Superman 14%
5 Waialae Country Club 15%

Vigilante 8: Second Offense

98

Those funky dudes and groovy chicks are back for more motorised mayhem!

PLUS!

Perfect Dark,
Toy Story 2,
ISS Millennium, Castlevania 2,
Top Gear Rally 2,
Harvest Moon,
NBA Live 2000,
Cyber Tiger,
Top Gear Hyperbike
and loads more!



BUSTED!

The final part of our WWF Wrestlemania 2000 guide, including all seven secret wrestlers, and our gore-soaked Resident Evil 2 solution!

Issue 36 of Britain's fastest-growing console mag hits the streets 27 January – it'll keep you warm through those chilly winter months!

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Mail Address

64 MAGAZINE,
Paragon House, St Peter's Road,
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
URL: <http://www.paragon.co.uk/n64>
Chat: <http://www.paragon.co.uk/chat.html>

Managing Editor
Nick Roberts

Editor
Andy McDermott
(64mag@paragon.co.uk)

Staff Writer
Mike Richardson (miker@paragon.co.uk)

Contributors
Martin Mathers, Mark Hattersley,
Tom Sargent

Designer
Mark Shufflebottom
(markjsb@paragon.co.uk)

Senior Production Editor
Louise Wells

Production Editor
Karen Hollocks

Online Manager
Stuart Wynne (ssw@paragon.co.uk)

Online Editors
Snehal Noorani, Gavin Cloggie, Ryan Cooper

Advertising
Advertisement Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Classified Ad Manager
Alan Walton (01202 200226)

Advertising Sales Executives
Emma Bedford (01202 200223)
Claire Endean (01202 200254)

A full colour press pack is available on request

Advertising Production:
Dave Osborne, Jo James
Jane Evans, Lorraine Troughton

Production and Distribution
Bureau Manager
Chris Rees

Scanning/prepress
Liam O'Hara

Circulation Manager
Tim Harris

Marketing and Licences
Marketing Manager
Monica Casal-Guerra

International Account Executive
Catherine Blackman (cathb@paragon.co.uk)
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Chiefs
Production Director
James Hawkins

Advertising Director
Peter Cleasby

Circulation and Marketing Director
Kevin Petley

Editorial Director
Damian Butt

Art Director
Mark Kendrick

Finance Director
Trevor Bedford

Managing Director
Mark Simpson

Special thanks to:
Department 1: (0171) 916 8440

Software Box: (01202) 684642

Project K: (0181) 508 1328

Shelly@THE, John@Konami, Catherine@Planet,
Asam & Fay@THQ, Jay@Infogrames,
Danielle@Lilith, Lida & Nick@EA,
Jeremy@Acclaim, Mark@Bastion

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Dead Pool: The action continues with the first for their scarcely high unnamed internet charges. (2.50 a year!) and those horrible ET adverts. Activision, for holding back the Mac versions of Quake III and Voyager: Elite Force; George Lucas, for refusing to release the Star Wars trilogy on DVD until 2005.

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Courtesy Virgin/Capcom

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